



PHANTASY STAR III

GENERATIONS OF DOOM™

HINT BOOK

Live Out Your Fantasies with Role Playing



PHANTASY STAR II™



Awarded "1990 Video Game of the Year" by *Video Games* and *Computer Entertainment* magazine.

Mother Brain controls the planets, Mota and Dezo. But something has gone awry. The planets are flooding. The temperature is rising. And the cloning process is turning out mutants. Your mission is to correct this problem.

Stalk boldly into unguarded wilds armed with magic. Fight hundreds of biomonsters. Solve a twisted riddle that spans through 9 separate cities and 19 multi-level dungeons. Solve the riddle. And be ready to die.



SWORD OF VERMILION™

Awarded "1990 Best Genesis Fantasy Role Playing Game" by *Game Players Magazine*.

Evil threatens the world of Vermilion. Armies of the evil Tsarkon march in conquest. All hearts look to you for peace.

Search the world for the 8 rings of good. Face treacherous beasts 10 times your size. Travel to 14 towns and battle through first-person dungeons where every corner can mean death. At last, armed with the sword of Vermilion, you're ready to meet Tsarkon in the final struggle.



Ask for these Genesis class

Games from Sega™, the Leader of RPGs.

Shining in the Darkness™

Sega's newest role-playing odyssey features 8 megabits of detailed cartoon-style characters and places never seen before in a role-playing game.

Princess Jessa has been kidnapped! Rescue the princess and rid the kingdom of the evil Dark Sol and his minions.

Visit the town's bar for lively music and information. Then purchase weapons, armor, shields, and protective headgear at the local shops.

Your mission seems straightforward, until you venture into the labyrinth of doom. What was once clear is no longer.

Search for the Princess in the labyrinth infested by monsters that claw, bite, kick and bash. Huge statues come to life and attack. Bouncing balls reach for you with deadly arms.

Walking toadstools breathe poisonous clouds at your party. And avoid those monsters that cast magic potions, for often their spells are unalterable.

Do you become the shining knight in order to defeat the Darkness? You decide and let's hope your decision is correct.



NEW!



your local video game retailer.

PHANTASY STAR III
GENERATIONS OF DOOM™

HINT BOOK

Written by Mike Breault

PHANTASY STAR III

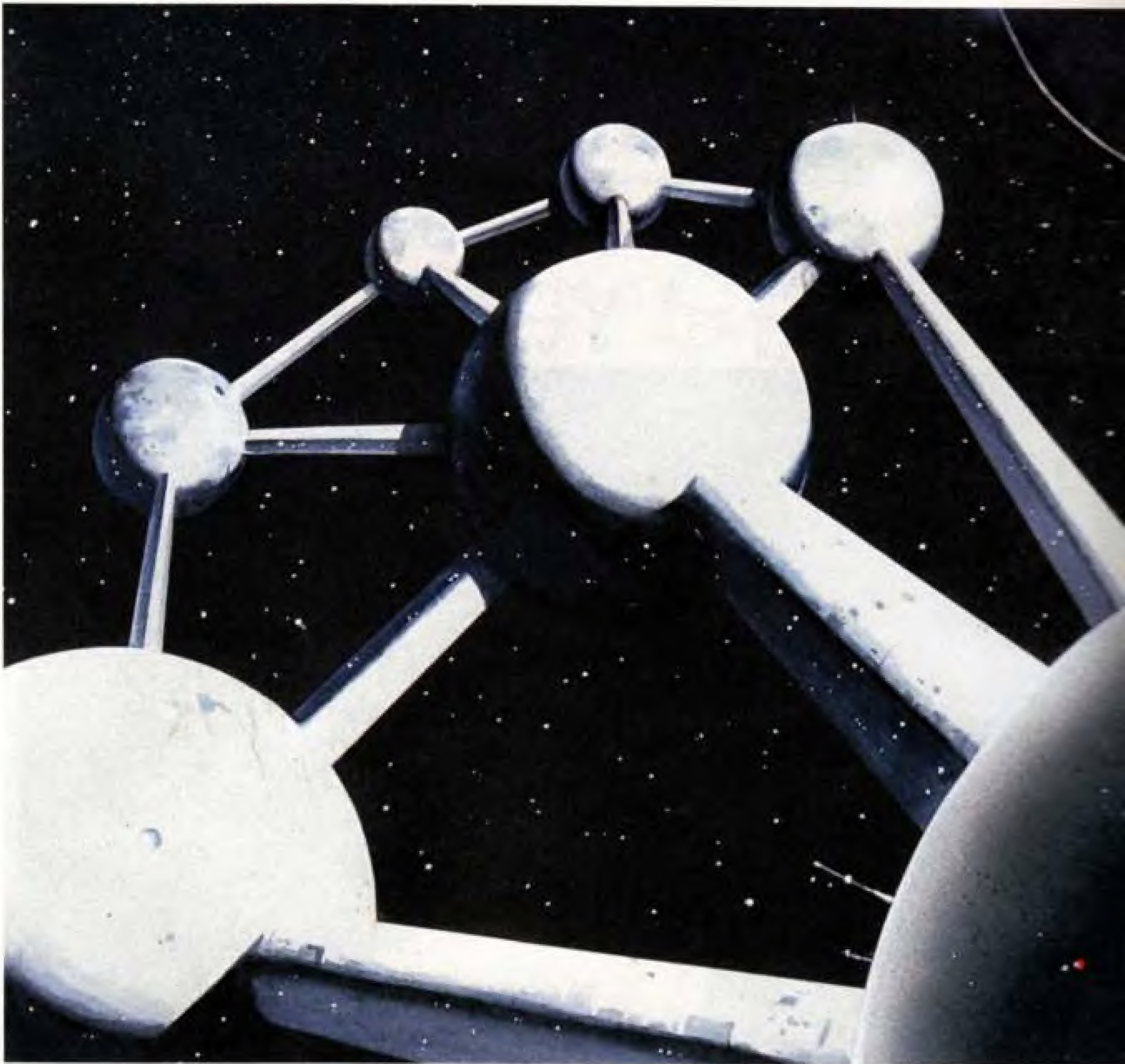
GENERATIONS OF DOOM™

Table of Contents

	Introduction.....5
	World Maps.....8
	Our Heroes.....9
	People You'll Meet.....10
	Rhys's Adventures.....14
The Second Generation:	
	Ayn's Adventures..... 39
	Nial's Adventures..... 55
The Third Generation:	
	Adan's Adventures.....71
	Aron's Adventures.....88
	Crys's Adventures.....90
	Sean's Adventures.....94
Appendices:	
	The Final Battle.....96
	More Enemies..... 98
	Which Adventure?.....102
	Maps for Caverns, Castles, and Dungeons.....103

Introduction





The world around you is a mystery, known only through tales of terror. None of your people have ventured beyond the borders of Landen for hundreds of years. Legends tell of a long-ago time when one could walk to other worlds where strange beasts prowled alien landscapes and where vast treasures awaited the bold. Then came the Dark Times, 1,000 years ago, when the gateways were sealed in the Devastation War. The great Orakio led his cyborg armies against Laya's monstrous hordes. Weapons of unimaginable power laid waste to worlds and shifted moons in their orbits. No one returned from the final battle; neither Orakio nor Laya was ever seen again. Even though a millennium has passed, Landen has not yet recovered from the destruction of the war.



Δ The legends of the past guide your people, the Orakians, who keep alive Orakio's memory.



Δ A few months ago, a woman washed up on a nearby beach. Like a pebble dropped into a still pool, this minor event rippled through your world, triggering an epic adventure....



The Worlds of PHANTASY STAR III

Your quest will take you across seven worlds and two moons. These are shown below.

DAHLIA



LANDEN



AQUATICA



AZURA



ELYSIUM



ARIDIA



DRACONIA



FRIGIDIA



TERMINUS

Multiple Endings Over Three Generations!

You will play three generations of characters during the course of this game. There are seven different characters for you to play, and four different endings to the game!



First Generation



Rhys

Δ At the end of his quest, Rhys must choose to marry either Maia or Lena. This determines which character you play in the second generation.

Second Generation



Ayn



Nial

Third Generation



Sean



Crys

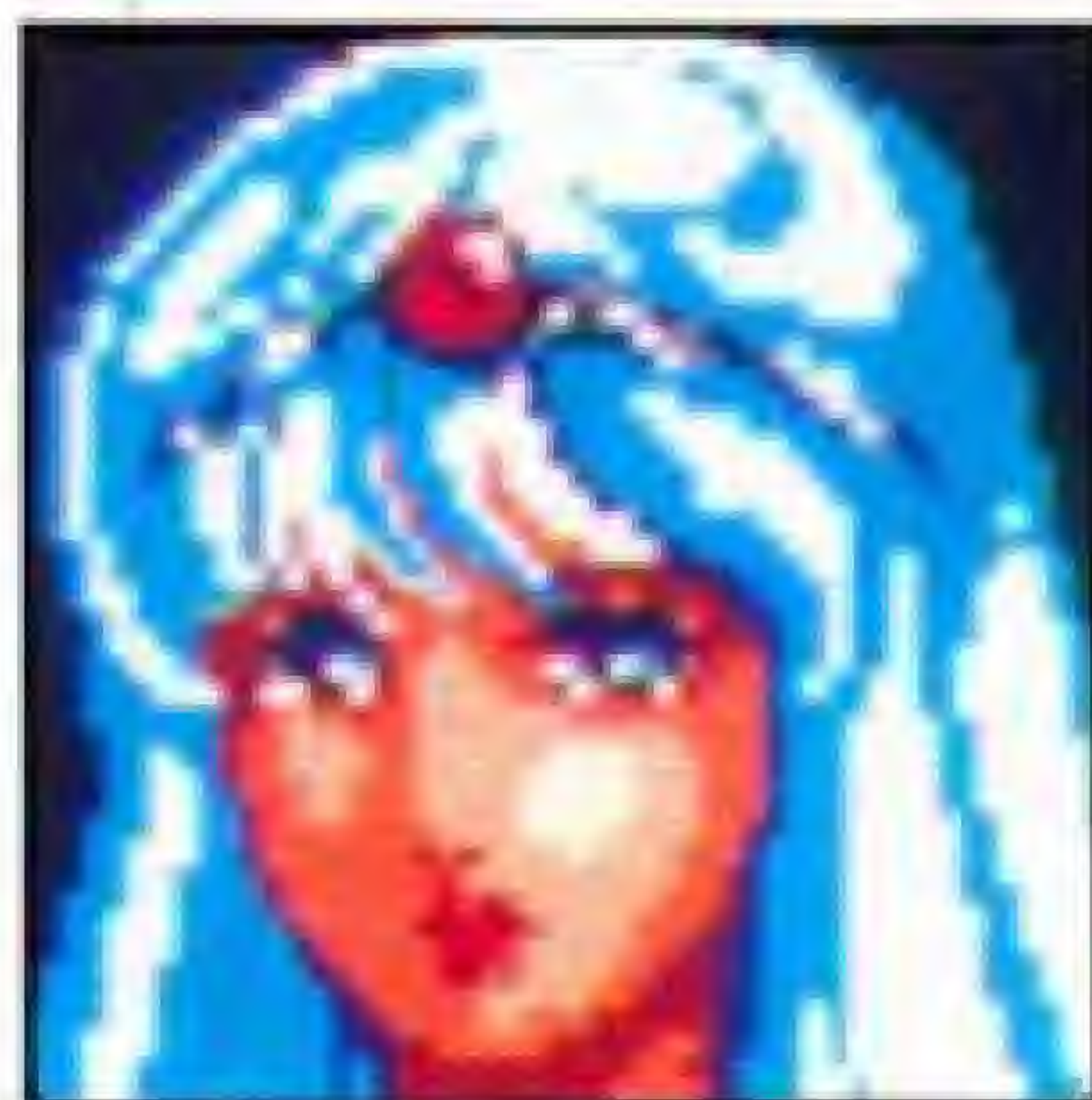


Adan



Aron

People You'll Meet



Maia

A mysterious woman who washed up on Landen's shore months ago. She suffers from amnesia; neither she nor anyone in Landen knows who she is or where she came from. Rhys fell in love with her and was set to marry her, but fate intervened.....



Lena

This woman helps Rhys out at the start of his adventures, then she reappears near the end of his quest. She has no techniques, but she's handy with a knife!



Mieu

Rhys finds this female cyborg near the start of the game, and she remains with all three generations of your characters. She has healing techniques, and she inflicts massive damage with claws.



Wren

Wren is a male cyborg who joins Rhys early in his quest. Wren is with all of your characters from this point on. He is a master of guns of any type, but he also has powerful melee techniques.



Lyle

This free spirit joins Rhys's party midway through his adventures. He is handy with a staff and with his melee techniques. Lyle is full of surprises!



Thea

Thea is the daughter of Lyle. She joins Ayn during his journey. Her aim with a slicer is deadly, and she has melee and healing techniques as well.



Sari

She is the daughter of Lena and the ruler of Landen during Ayn's quest. At first she opposes Ayn, but she switches to his side after he defeats her in battle. She has no techniques, but she's good with knives.



Siren

This male cyborg fought alongside Orakio 1,000 years ago. He still hates Layans and commands his cyborg armies to destroy Layans wherever they are found. Ayn must overcome Siren to bring peace.



Miun

This female cyborg fought beside Orakio and Siren against Laya's hordes. She suffered severe damage during the war, but she survived. Now she wanders the desert, searching for Orakio.



Ryan

This Layan appears in Nial's adventures. He leads a guerilla force that opposes Lune's marauding armies. His preferred weapon is the staff, but he has some skill with techniques.



Laya

This beautiful young woman is actually over 1,000 years old, having been in suspended animation since the war. She is the younger sister of the legendary Laya. She joins several of the main characters in their quests. Laya is greatly skilled with bows. She also may use a number of healing and other techniques.



Lune

He was Laya's right-hand man 1,000 years ago, but Orakio banished him to Dahlia, where he has been in suspended animation since the war. During Nial's quest, he revives and becomes Nial's ultimate opponent.



Alair

Alair is the younger sister of Lune. Along with Lune, she was released after 1,000 years of suspended animation. She left Dahlia to try to bring peace to Orakians and Layans alike. When she was captured by Orakians, Lune began a campaign of terror to gain his sister's release.



Gwyn

She is the twin sister of Adan and the daughter of Nial and Laya. She joins Adan on his quest. Her favored weapon is the bow. In addition to her technique powers, she catches glimpses of the future in her dreams.



Kara

Kara is Lune's daughter. This version of Kara joins Adan and Aron on their quests. She is skilled in the use of slicers. She also has numerous techniques at her disposal.



Kara

Kara is Lune's daughter. This version of Kara joins Sean and Crys on their adventures. She is very adept with her Slicer, but she has only melee techniques.

Rhys's Adventures



Your first character is Rhys, the prince of Landen. This chapter will help you guide Rhys through the trials that await him.

Landen

Your adventures begin in Rhys's hometown of Landen.



The Upcoming Wedding is the Talk of the Town

The town is abuzz with talk, for this is the day of Rhys's wedding to Maia, a strange woman who was found on the beaches near Landen. Gossip and good wishes greet you as you wander about the town.



△ It all begins here.



△ Talk to everyone you meet.

Head to the Castle

You can't leave town right now, so after you speak with the townspeople, head north to the castle. Many people await you there.



△ The gate's up, so go on in.

Landen Town Map



Prices for Goods and Services

Inn (per person)	5 M	Healer		Healing	50 M
Technique Shop	10 M			Antitoxin	5 M
Fortuneteller	10 M				
Weapon Shop		Armor Shop		Equipment Shop	
Knife	100 M	Hunting Helm	50 M	Monomate	10 M
Short Sword	260 M	Garment	15 M	Dimate	40 M
Needle	150 M	Hunting Armor	125 M	Antidote	10 M
Claw	80 M	Shield	50 M	Escapipe	50 M

You Don't Have Any Money

Unfortunately, none of the shop owners are giving away anything for free. You'll need to come back when you have some money.



△ Without meseta, all you can do is window shop.

Someone Special Waits for You in the Castle

After you've met the townspeople, head into the castle. Most of the servants are busy with wedding preparations, but a few have time to talk to you. Search for your fiancée Maia; once you find her, the wedding ceremony can begin.



△ Maia's all ready; it's time to see the king.

The Big Day

As your father begins the wedding ceremony in the throne room, the room darkens and a great dragon swoops down upon Maia. With a blast of wind from its wings, the dragon vaults into the air, laughing at you as it spirits away your beloved Maia.

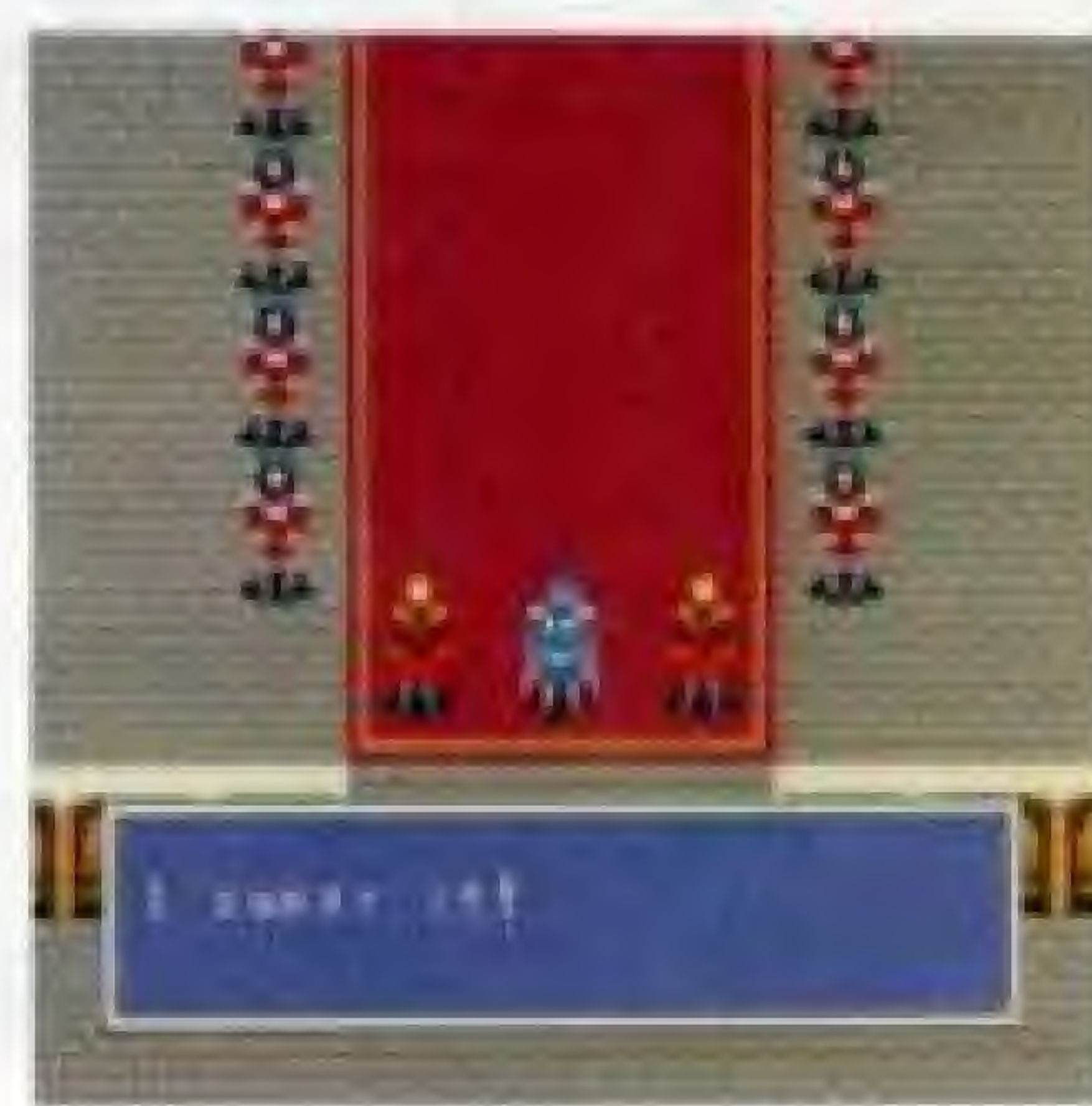
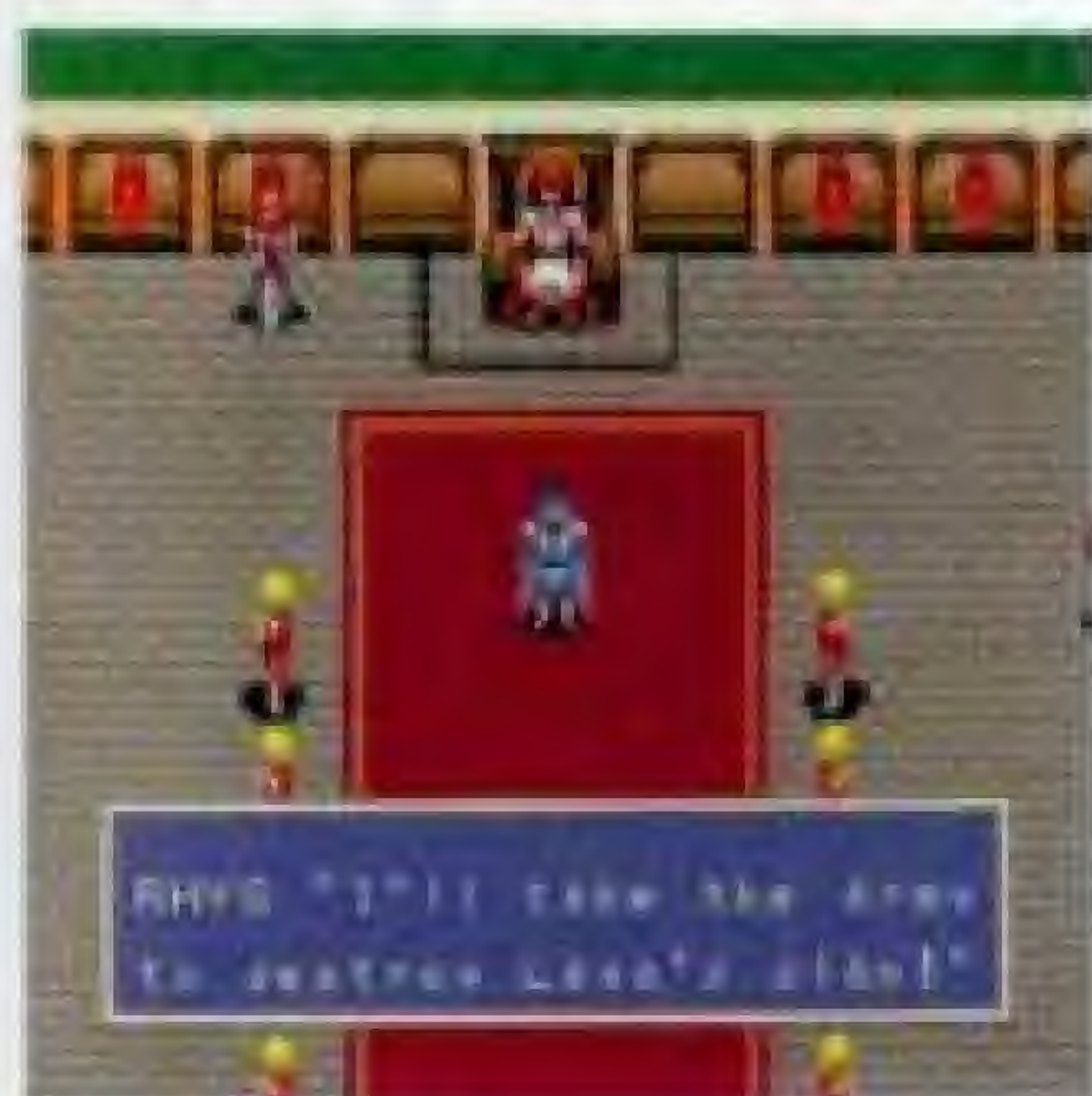


△ The ceremony begins.

Furious, you want to mobilize the army and punish the Layans for this unforgivable assault. Your father points out that you don't even know where the Layans live. He tells you that you'd better cool off in the dungeon.



△ Kidnapped!



△ The king orders Rhys taken to the dungeon.

Imprisoned!

Once you calm down and look around your cell, you notice three chests in the back. Inside you'll find a knife, a monitor, and 300 meseta. A hint from the king perhaps?



△ Presents from the king?

Back at the gate to the cell, a young woman is trying to get your attention. Her name is Lena, and she wants to help you escape. She doesn't say very much, but she tells you to rescue Maia.



△ Someone is here to help you.



△ Lena leads you out of the dungeon, and then she disappears.



Talk to the Townspeople Again

The castle gates are closed to you, but you'll find it useful to talk to the townspeople again. They'll be able to give you some leads on how to start your quest to rescue Maia.



△ The townspeople have some interesting information for you.

Hit the Shops, Then Head Out of Town

Use your 300 meseta wisely, buying the best weapon and armor you can afford. Save a little for a dose or two of monomate—you're going to need it!

Don't forget to equip yourself with the weapons and armor you buy; you won't be able to use them otherwise. You can get your fortune told at the fortuneteller's place, but it costs 10 meseta, so you may want to wait until you have some spare cash.



△ Interested in a short sword?



△ It's time to explore.



△ The world of Landen.

Yaata

Cyborg, cyborg,
who has the cyborg?



Ready for a Sea Voyage?

You can't get on the ship docked outside Yaata right now. Talk to the old man you'll find near one of Yaata's fountains. He's the ship's captain, but he won't sail without a cyborg on board.



△ Keep this ship in mind.

The people here have many useful things to say to you--remember them well! They seem to know more about Layans than did the people of Landen. They also have some important news about a nearby island.



△ He's unusual, but you have to humor him if you want a ride on his ship.

Your Foes

Chirper



Eindon



You'll soon encounter the weak chirper--not much of a threat. The poisonous eindon, however, is a dangerous opponent.

Yaata Village Map



Prices for Goods and Services

Inn	5 M	Healer	Healing	50 M	
Technique Shop	10 M		Antitoxin	5 M	
Weapon Shop		Armor Shop		Equipment Shop	
Knife	100 M	Ribbon	35 M	Monomate	10 M
Claw	80 M	Hunting Helm	50 M	Dimate	40 M
Short Sword	260 M	Hunting Armor	125 M	Antidote	10 M
Hunting Knife	180 M	Vest	87 M	Escapipe	50 M
Hunting Needle	270 M				

Head for Ilan



△ Ilan is around here somewhere.

Once you've talked to all the villagers in Yaata, head east to Ilan. Someone there might be able to help you convince the ship captain to take you aboard.

Ilan

Cross the bridge to reach this village.



Everyone Has a Story

One man here is also looking for a cyborg so he can board the ship at Yaata. Another man mentions a strange woman he saw by a lake to the northeast.



△ Talk to everyone...

Be sure to visit the local inn to rest up (and save your game) before you leave Ilan. Stock up on monomate and antidote in the equipment shop, and buy the best weapon and armor you can afford.



△ to gather clues.

Your Foes

Glowtoad



Moos



The deadly moos and the poisonous glowtoad will plague you during your search for the strange woman.

Ilan Village Map



Prices for Goods and Services

Inn	5 M	Healer		Healing	50 M
Technique Shop	10 M			Antitoxin	5 M
Weapon Shop		Armor Shop		Equipment Shop	
Knife	100 M	Ribbon	35 M	Monomate	10 M
Steel Needle	390 M	Vest	87 M	Dimate	40 M
Short Sword	260 M	Shield	50 M	Antidote	10 M
Hunting Knife	180 M	Boots	100 M	Escapipe	50 M
Force Slicer	8,300 M	Force Emel	7,900 M		

Save Your Pennies

Don't worry about buying the force slicer and force emel that are available here. Not only would you have to save up for years, but you can't even use them! (But maybe you'll meet someone later who can use them.)



Δ Don't even think about it.

Mieu's Lake

There is a lake in the mountains.



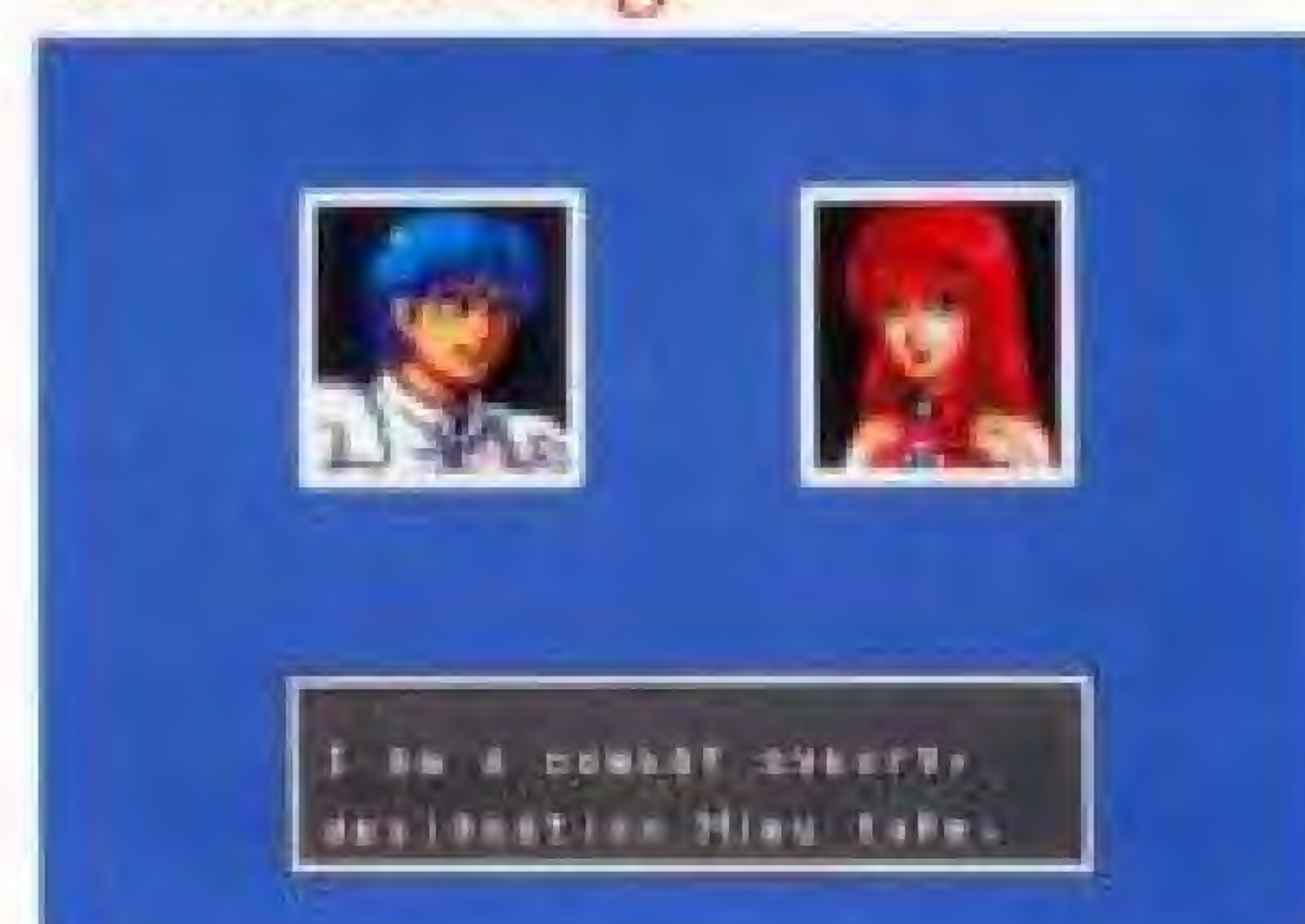
A Strange Woman Waits by the Lake

After you've spoken with the townspeople in Ilan, head across the bridge and to the northeast. There, amidst a ring of tree-covered mountains, you'll find a woman standing by a lake.

When you reach the woman, she tells you her name is Mieu. She is a female cyborg and she has been waiting for centuries for a descendant of Orakio to command her. She now joins you in your quest; she will be a lifelong guardian to you and your descendants.



△ Mieu awaits you within the mountain ring.



△ A companion to share your adventures!

Mieu's Abilities

Not only is Mieu handy with her claw weapons, but she also has technique powers that can heal wounds and battle foes.



△ Mieu's techniques will definitely come in handy!

Yaata Revisited

Return to Yaata with Mieu.



The Captain Changes His Tune!

Once the ship captain sees Mieu, his fears are allayed and he invites you to take a sea voyage with him. Head out to the ship.

Pay attention to the sights the captain points out to you. When you come to the island, the captain will wait for you while you explore the cave (the map is at the back of this book, along with many other maps, if you need it). Return to Yaata when you have the Sapphire.



△ The captain invites you aboard.



△ A sunken palace holds a dark secret.



△ Search for the island's cave.

The Technique Shop



△ Strengthen Mieu's healing techniques.

You may want to adjust Mieu's techniques, to strengthen those you think she'll use most often.

Rysel

A new world beckons!



Will Spring Ever Come?

After crossing through the cavern connecting Landen and this world of Aquatica, head east to the village of Rysel. The villagers tell you that winter descended upon their world suddenly and spring never came. The people will die unless a thaw comes soon. Vague rumors tell of a tower in a world called Aridia. To get there, search for a gateway located near ruined fortresses to the south of Rysel.



Δ Can you save this village?



Δ The seas are frozen and the fishing boats are idle.

Your Foes

Buzzgull

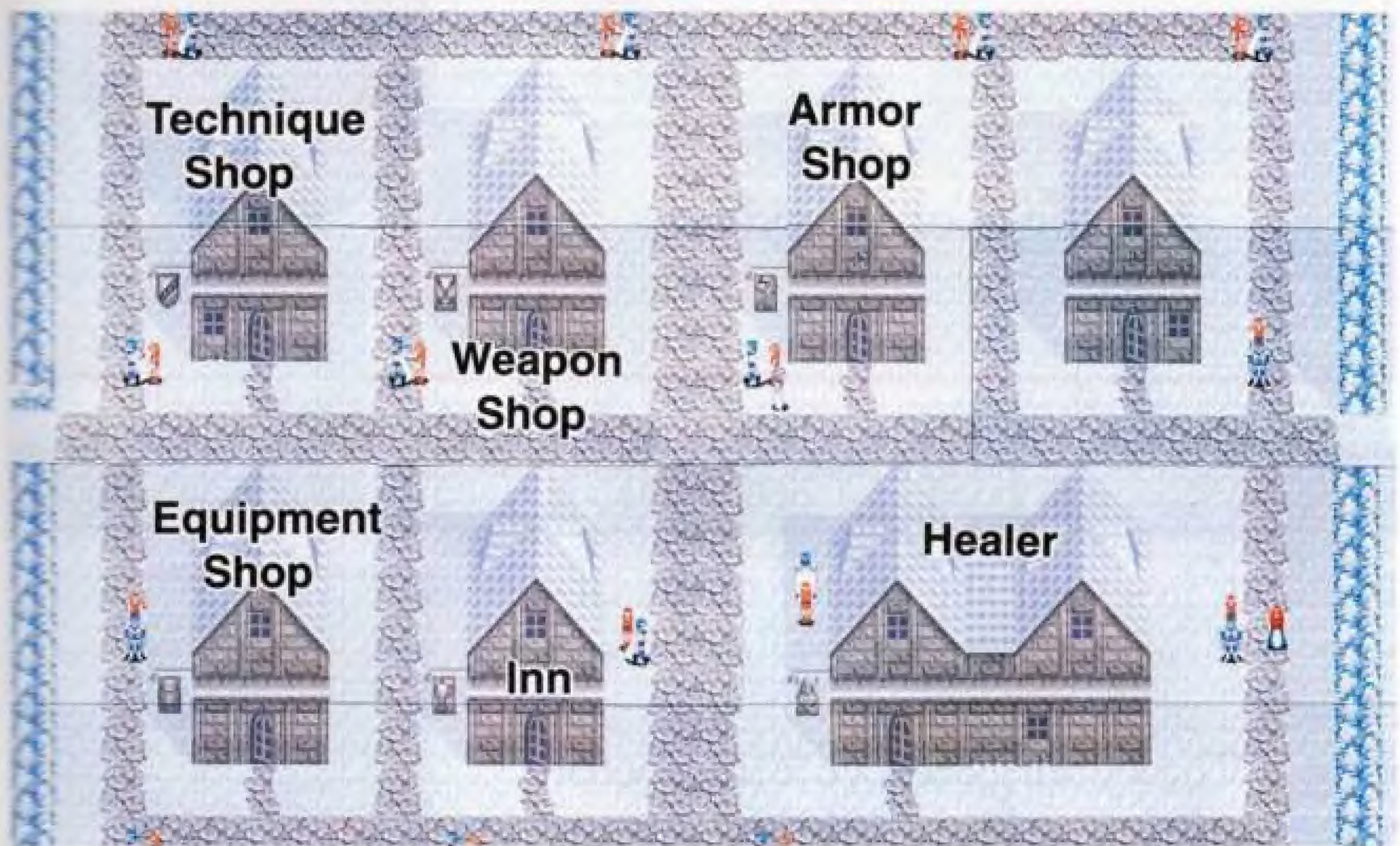


Lashgull



Though these monsters are small, they are the toughest opponents you've met.

Rysel Village Map



Prices for Goods and Services

Inn	5 M	Healer		Healing	50 M
Technique Shop	10 M			Antitoxin	5 M
Weapon Shop		Armor Shop		Equipment Shop	
Short Sword	260 M	Steel Armor	260 M	Monomate	10 M
Hunting Claw	280 M	Hunting Vest	179 M	Dimate	40 M
Hunting Staff	230 M	Hunting Chest	275 M	Antidote	10 M
Hunting Shot	600 M	Force Boots	400 M	Escapipe	50 M
Slicer	480 M	Royal Boots	3,000 M		

The Gateway



△ It's around here somewhere.

After leaving Rysel, head south to the bridge. Go east after crossing the bridge. The gateway is south of the first ruined fortress you see.

Hazatak

The village of the cyborgs.



The Heart of the Desert

Hazatak lies near the center of the desert world, Aridia. Cyborgs wander the streets, but the shops are run by humans. The cyborgs tell you that before you can fix the weather control system in the tower to the east, first you must find Wren, a cyborg who lives in a cave to the west of Hazatak.



△ The weather control system needs to be fixed and Wren's the only one who can do it.

North of Hazatak you will encounter Miun, a half-crazy female cyborg. Remember her.

Once you have fixed the weather control system (and gained two new team members), head back to Hazatak to get more information.

Your Foes

Flayl



Giant



You'll encounter both flayls and giants in the wastes of Aridia.

Hazatak Village Map



Prices for Goods and Services

Inn	5 M	Healer		Healing	50 M
Technique Shop	10 M				
Weapon Shop		Armor Shop		Equipment Shop	
Hunting Shot	600 M	Cape	300 M	Monomate	10 M
Laser Needle	1,550 M	Protector	370 M	Dimate	40 M
Steel Sword	510 M	Bandanna	224 M	Antidote	10 M
Royal Needle	20,000 M	Head Gear	75 M	Escapipe	50 M
		Steel Emel	375 M		

No Antitoxin Service in Hazatak

The healer does not offer the usual anti-toxin service for poison victims. You'll need to pick up some antidote before you leave the village.



△ Get plenty of antidote!

Rysel Revisited



Winter Has Ended!

After repairing the weather control system and getting more information in Hazatak, head back to Rysel with your new friends, Wren and Lyle. Once in the world of Aquatica, you see that spring has come at last, thanks to you. (When you arrive in Aquatica, go west for a bit, then go north; the hidden gate to Aridia is directly north of where you appear.)



Δ Spring has come at last!



Δ The folk of Rysel have some news for you.

Journey Across the Sea

In Rysel, you hear tales of a dragon that flew eastward over the sea, carrying a young woman. At last you are nearing Layan lands! Since ships can sail the seas once more, head east toward Lyle's homeland.



Δ A sea voyage into the unknown....

Agoe

Head east to this town when the boat lands.



A Town at War

Agoe is an Orakian town, but the nearby town of Shusoran is the first Layan town you've seen. This is the front line of the Orakian-Layan conflict, as Agoe and Shusoran are at war.

Be sure to talk with everyone you can find. The townspeople know a great deal about Layans and Shusoran, including strange rumors about monsters emerging from Shusoran's fountain. (Be sure to check out that fountain when you get to Shusoran.) You also hear about a beautiful woman who is held captive in Shusoran's castle.



Δ Agoe lies to the east;
Shusoran is to the north.



Δ Shusoran is on
everyone's mind...



Δ ... including the king's.

Agoe Town Map



Prices for Goods and Services

Inn	5 M	Healer	Healing	50 M	
Technique Shop	10 M		Antitoxin	5 M	
Weapon Shop		Armor Shop		Equipment Shop	
Hunting Needle	270 M	Steel Vest	344 M	Monomate	10 M
Slicer	480 M	Steel Helm	190 M	Dimate	40 M
Steel Knife	600 M	Steel Gear	280 M	Antidote	10 M
Laser Needle	1,550 M	Steel Shield	180 M	Escapipe	50 M
		Emel	100 M		

Shusoran

You've found Layans at last!



Where is Everybody?

The shop owners are behind their counters, but no one wanders the streets in this town. You'll find a few people on the second floors of the shops. The people are somewhat unfriendly, but no one attacks you.

One townspeople relates a local legend of a sand bar that extended north from this island to the next. But that was long ago, before the moons were moved in the Devastation War, 1,000 years ago.



△ These Layans have some crazy ideas.



△ The two moons were once much closer together.

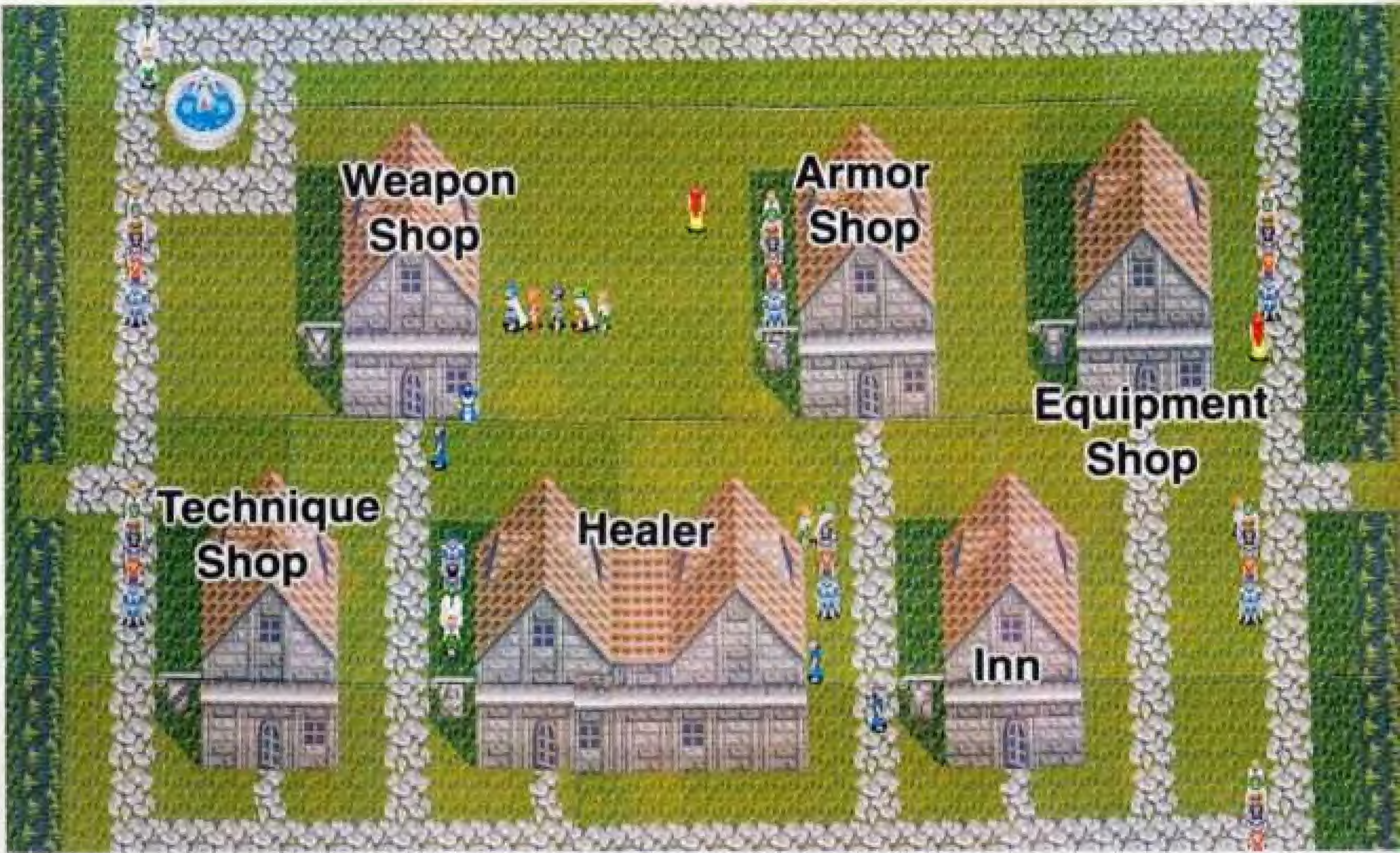
Your Foes

Irisa



The irisa is a terrible monster that lurks in these lands. Beware of its poisonous attack!

Shusoran Town Map



Prices for Goods and Services					
Inn		5 M		Healer	Healing 50 M
Technique Shop		10 M			Antitoxin 5 M
Weapon Shop		Armor Shop		Equipment Shop	
Ceramic Needle	760 M	Hunting Ribbon	130 M	Monomate	10 M
Steel Sword	980 M	Steel Chest	560 M	Dimate	40 M
Steel Claw	500 M	Steel Protector	700 M	Trimate	500 M
Steel Staff	760 M	Ceramic Armor	500 M	Star Mist	5,600 M
Ceramic Shot	1,300 M	Steel Cape	600 M	Moon Dew	8,800 M

Hints

- * Buy a ceramic shot for Wren as soon as you can.
- * Explore the fountain to find the way into the castle.
- * Expect the unexpected from Lyle.

Weather Control Tower

Return to Aridia.



Bring Back the Moons

Now that you have Lena's Moon Stone and Lyle's Moon Tear, return to the tower in Aridia and go to the satellite control system (on the upper floor). Once you get the Moon Stone and Moon Tear into the satellite control system, the moons return to their ancient orbits. Now return to Shusoran to see if the sand bar has returned after a 1,000-year absence.



△ Put the Moon Stone and Moon Tear into the satellite control system.



The Sand Bar Appears!



△ The sand bar appears, but where does it lead?

Once you get through Shusoran's castle and out onto the northern part of the island, head to the coast. If you stand in the right place, a sand bar rises from the sea. Walk across to reach the land of Cille.

Cille

Your toughest foe awaits!



Another Layan Town

Cille is inhabited by Layans, and they have very strong opinions about Orakians. They let you know in no uncertain terms exactly how they feel about your plans to marry their princess, Maia.

At long last you have found Maia's land, but where is Maia? No one here will tell you, but it's a good bet that she's in the castle somewhere. But how do you get in?



Δ At last you find out about Maia's past.



Δ The people don't think much of you.

Your Foes

Lasher



The gigantic lasher will attack you on this island. Though it's a powerful foe, you won't find much treasure when you defeat it.

Cille Town Map



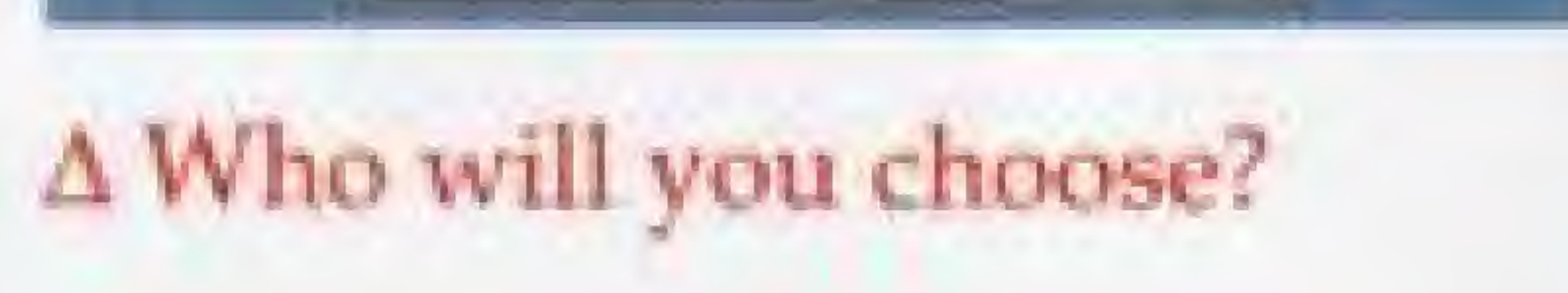
Prices for Goods and Services

Inn	5 M	Healer	Healing	50 M
Technique Shop	10 M		Antitoxin	5 M
Weapon Shop		Armor Shop		Equipment Shop
Planar Sword	64,000 M	Laconia Armor	6,100 M	Monomate 10 M
Royal Bow	64,000 M	Force Vest	4,100 M	Dimate 40 M
Planar Claw	35,800 M	Force Protector	9,000 M	Trimate 500 M
Planar Slicer	62,000 M	Royal Vest	23,000 M	Star Mist 5,600 M
		Royal Protector	47,000 M	Moon Dew 8,800 M

Hint

* Check the fountains to find the entrance to Cille's dungeon and castle.

Rhys's Wedding



Passing Items on to Rhys's Son



Ayn's Adventures



This section describes the obstacles that challenge Ayn, son of Rhys and Maia.

Cille

Ayn's adventures begin.



A Long Peace is Shattered

Rhys and Maia have ruled Cille for almost 20 peaceful years when a soldier comes with news of war. An Orakian cyborg army of overwhelming strength is attacking Cille and Shusoran. Rhys sends Ayn on a desperate mission: To find the legendary Satellite of Eternal Peace, where the Layan people might seek haven from this onslaught.



△ News of war!



△ Rhys sends Ayn on a vital quest.

Hints

- * Ayn can use techniques!
- * Talk to the people in the castle and in the town.
- * Buy the best weapons, armor, and items possible.



Shusoran

Things go awry in Lyle's kingdom.



Shusoran is Suffering Under the Attack

When you enter the throne room of Shusoran's castle, Lyle greets you. He has a patch covering a wounded eye, and an air of gloom surrounds him.

You also find Thea, Lyle's daughter, in the throne room. You were childhood friends, but you haven't seen her for years.



△ Lyle and Thea await you.



△ Lyle has suffered greatly in the war.



△ Thea is as pretty as you remember.



△ Everyone's worried about the war.

Agoe

Are the cyborgs coming from Agoe?



They're in the Dark, Too

The king and the people of Agoe know little more than you about the cyborgs. They believe that the cyborg army came from Landen.

Since the attack isn't directed from Agoe, you'll need to sail across the sea, retracing the steps of Rhys's quest. Maybe the people of Rysel can tell you something about the cyborgs or Satellite.



△ No cyborgs here...



△ ...maybe they come from Landen.

Your Foes

Seeker



Dogbot



Mighty creatures of destruction, the cyborg seekers and dogbots may end your quest before it's even begun.

Rysel

Bad news in Rysel.



More Cyborgs Sailing to Cille and Shusoran!

After you talk to the villagers, you discover that a huge cyborg army just sailed for Cille and Shusoran. You'd better return to Shusoran to see if you can warn them before it's too late.



△ You get terrible news in Rysel.



△ Hurry back to Shusoran before it's too late.

Shusoran is a Ghost Town

When you get back to Shusoran, you find it deserted. Even the shopkeepers packed up and left. In Agoe, you hear that the people of Shusoran and Cille fled before the advancing cyborg armies.



△ Everyone's gone from Shusoran, even Lyle and Thea.

Cille

Almost a ghost town.



One-Man Town

One brave man refused to leave his homeland when the others fled from the cyborg armies. He tells you that your parents and the people of Cille, as well as the citizens of Shusoran, left for the wastelands of Aridia. Maybe you can pick up some information in Hazatak. Head for the hidden gateway to Aridia near the ruined fortresses on the mainland.



△ One man remains of all Cille's populace.



△ The trail leads to Aridia.

Your Foes

Agribot



The giant cyborg agribots will pursue you on the way to Aridia, assaulting you with techniques and physical attacks.

Hazatak

News of home.



The Cyborgs Have Information for You

The cyborgs of Hazatak want no part of any war, but they are more than happy to talk to you. They tell you that the refugees from Cille and Shusoran have settled in a cavern to the west (Wren's old cave). They also say that they've heard that one can reach Satellite from a city called Techna, located in the world of Draconia. But to get to Satellite, you first need to get the Power Topaz, now said to be with Lena's daughter, Sari, ruler of Landen.



△ News about Satellite!



△ First you need to find your family.

Your Foes

Stix



Lazrbot



Beware of the cyborgs stix and lazrbot as you cross the desert.

Wren's Cave

The gang's all here.



Family and Friends Await You

The soldier you meet as you enter the cave says that Rhys, Maia, Lyle, and others are waiting for you in the back of the cave.

The big news is that Lyle's daughter Thea was kidnapped by the cyborgs during the retreat from Shusoran. It is believed that she was taken to the world of Draconia. To reach Draconia, Lyle tells you to take the Dragon Tear to open the gate between that land and Aridia. (This gate is a cavern far to the east of the town of Hazatak.)



△ Meet your family and friends at the back of the cave.



△ Lyle wants you to rescue Thea.



△ The Dragon Tear is the key to Draconia.

Lensol

A new world opens to you.



Another Ghost Town?

Search as you might, you can't find anyone wandering about in this town. The castle gate is closed, and the fountains are no help.

Someone on the second floor of the equipment shop can tell you about Techna, allegedly the last bastion of science and technology in the known worlds.



△ Only one person to speak to in Lensol.



△ You can't get into the castle.

Your Foes

Doomfly



The poisonous doomfly will haunt your steps as you travel through this land.

Lensol Town Map



Prices for Goods and Services

Inn	5 M		Healer	Healing	50 M
Technique Shop	10 M			Antitoxin	5 M
Weapon Shop		Armor Shop		Equipment Shop	
Ceramic Sword	2,120 M	Force Armor	1,440 M	Trimate	500 M
Ceramic Knife	1,000 M	Ceramic Vest	1,045 M	Antidote	10 M
Ceramic Claw	1,150 M	Ceramic Protector	2,200 M		
Laconia Shot	4,900 M	Force Emel	7,900 M		
Ceramic Slicer	2,080 M	Robe	1,950 M		

Buy or Wait?

Though there are good weapons and armor available here, you may want to save your meseta until you get to Endora, the next town you'll visit. Endoran merchants sell better (and more expensive) equipment.



△ Hold off on buying combat equipment, if you can.

Endora

Far to the north of Lensol lies Endora.



Lots of Exciting News

The villagers of Endora tell you that Techna is on an island that can be reached (if you have a ship or you can fly) after traveling down the peninsula known as the Dragon's Spine.



Δ Techna is nearby but inaccessible.

You also hear news of Thea! Some of the villagers saw a beautiful woman being carried into Lensol Castle--it must be Thea. Someone in the village knows more about this.



Δ At last—someone saw Thea in Lensol!

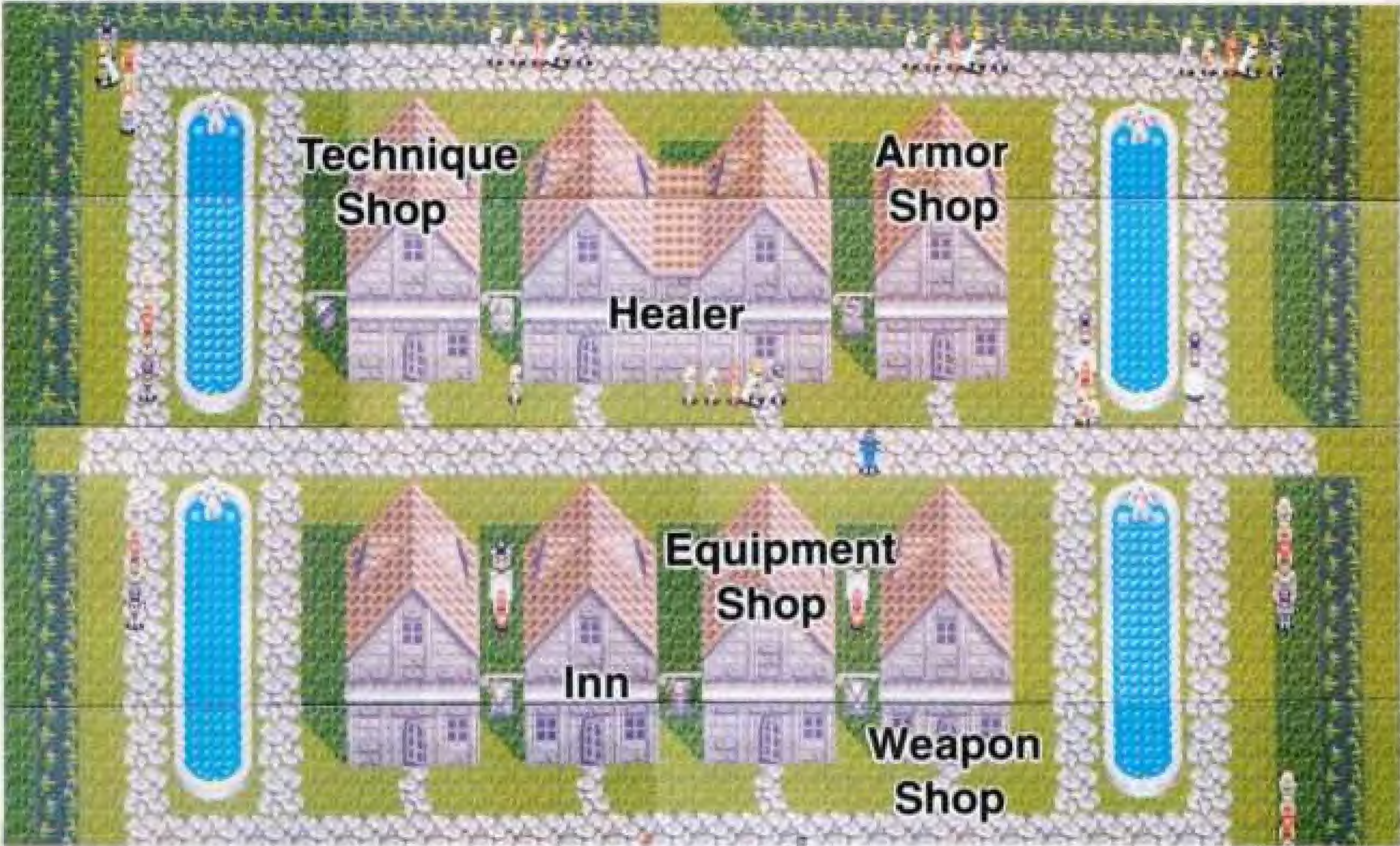
Your Foes

Demonfly



The demonfly is an airborne fortress of malice, even more terrible than the doomfly.

Endora Village Map



Prices for Goods and Services

Inn	5 M	Healer	Healing	50 M	
Technique Shop	10 M		Antitoxin	5 M	
Weapon Shop		Armor Shop		Equipment Shop	
Laser Sword	4,000 M	Laconia Chest	1,700 M	Monomate	10 M
Laser Knife	1,700 M	Ceramic Shield	1,000 M	Dimate	40 M
Laser Claw	2,240 M	Ceramic Emel	2,000 M	Trimate	500 M
Cannon	10,000 M	Ceramic Gear	1,500 M	Antidote	10 M
Laser Slicer	4,000 M	Royal Bandanna	23,000 M		

Close, But No Thea

At the northern end of the village, you'll meet a man who just came back from trying to rescue Thea. He opened the castle gate, but he was forced back by the cyborgs guarding Thea. Bring Thea to her father, once you rescue her.



Δ The gate should still be open, if you hurry.

Landen

At long last you see your father's homeland.

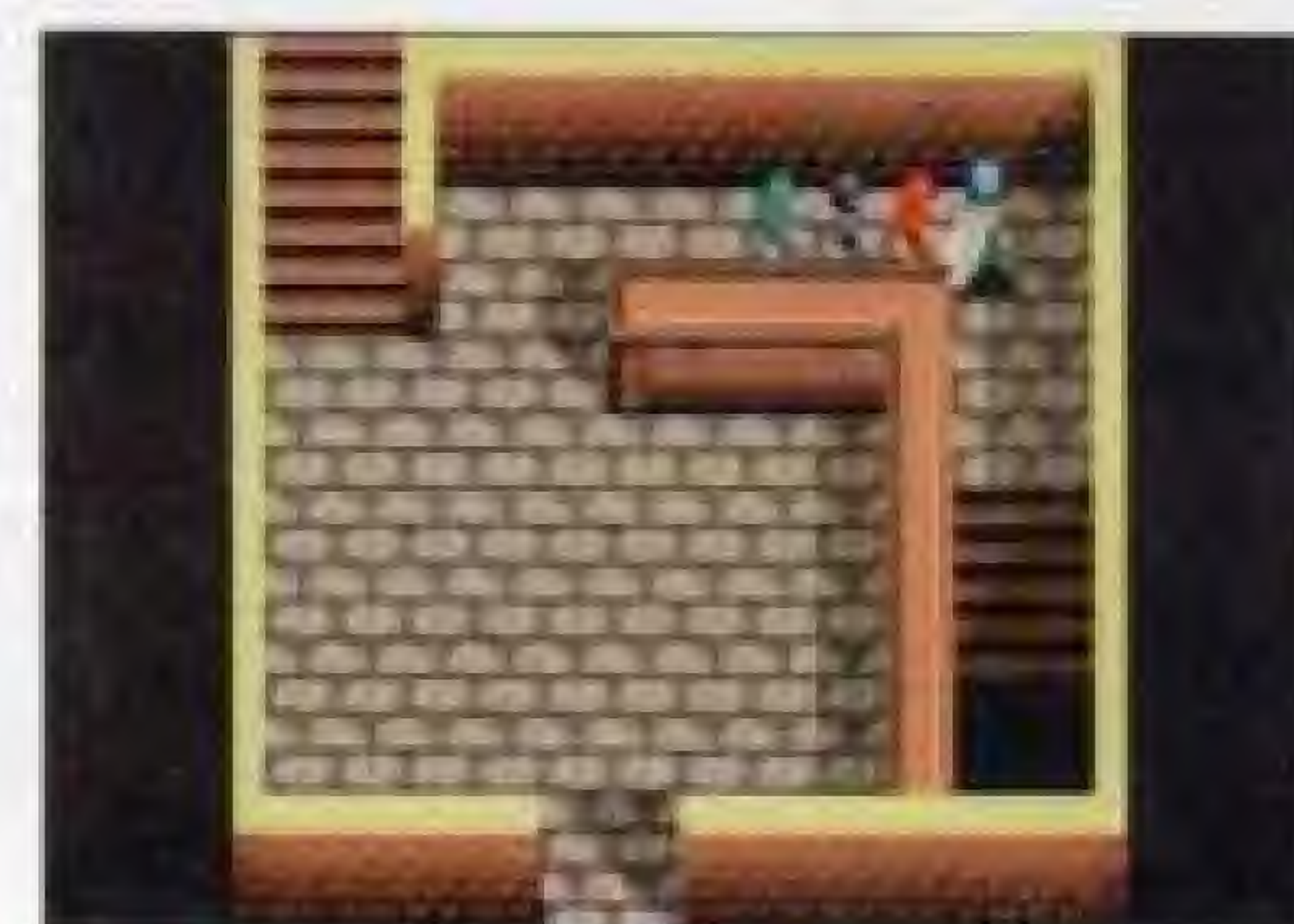


Is Rhys's Birthplace a Ghost Town?

You're beginning to feel unpopular--nobody's around when you come to town (the same is true in Yaata and Ilan). The castle gate is locked too. Now, didn't your father mention something about a set of stairs in the technique shop that leads to Landen's dungeon and castle? Lena's daughter Sari must be in there somewhere. Settle your differences with Sari, then return to Wren's cave.



△ No one's home.



△ A way into the dungeon!

Your Foes

Polebot



Minimech



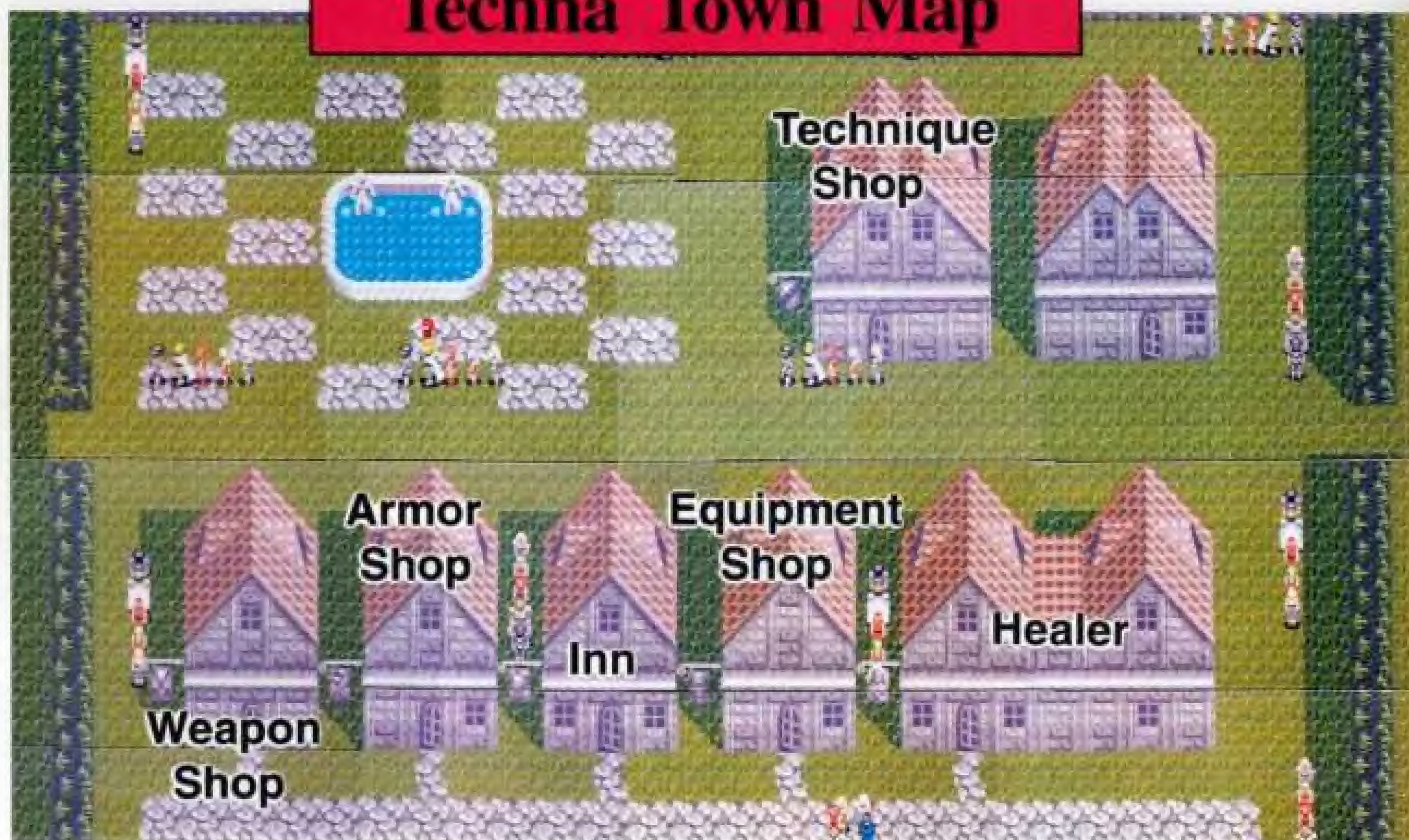
The polebot and minimech will trouble you in Landen, but you should be able to handle them.

Techna

A dragon will carry you across the sea.



Techna Town Map



Prices for Goods and Services

Inn	5 M	Healer		Healing	50 M
Technique Shop	10 M			Antitoxin	5 M
Weapon Shop		Armor Shop		Equipment Shop	
Laconia Knife	6,330 M	Laconia Armor	6,100 M	Trimate	500 M
Laconia Claw	8,960 M	Royal Chest	6,600 M	Antidote	10 M
Laconia Slicer	17,000 M	Steel Robe	7,800 M	Escapipe	50 M
Laconia Sword	15,000 M	Force Vest	4,100 M		
Pulse Cannon	19,700 M	Force Shield	3,900 M		

Search for the Key to Satellite

Now that you've reached Techna, you need to find a way to get to Satellite, which you now know to be Azura. Unfortunately, the townspeople say that Azura is not the peaceful haven your father hopes to find--in fact, it is the source of the cyborg armies that are destroying your people! In the dungeon beneath the castle, you find transportation to Azura.

Ayn's final foe awaits him in Azura's dungeon!



Δ The key to Satellite lies beneath the castle.



Δ What menace lurks on Satellite?

Your Foes

Powerful cyborgs seek to crush you as you search for the route to Satellite.

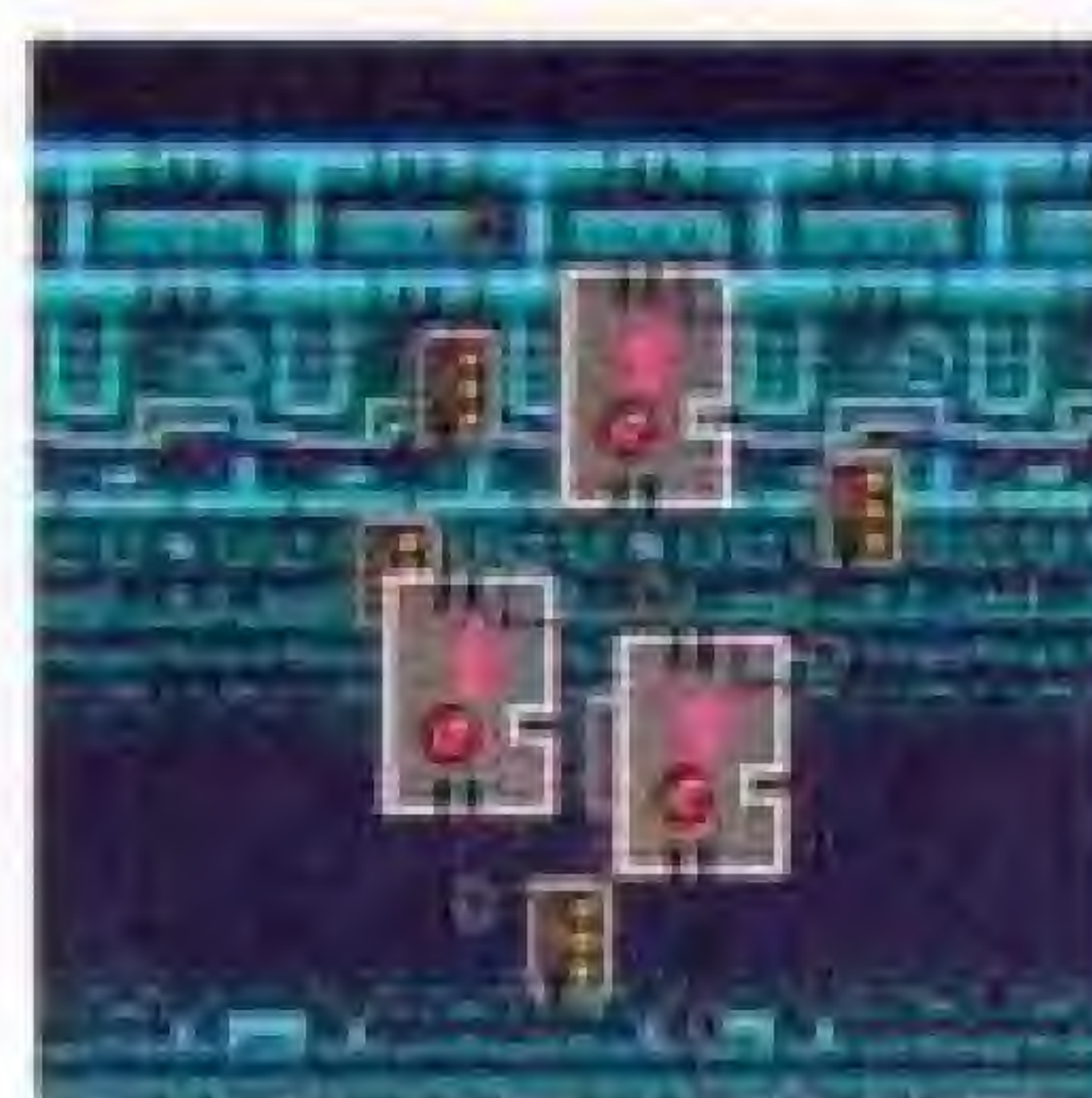
Darachne



Hunter



Flopper



Glazstix



Feralbot



Ayn's Wedding

Ayn's adventures end with a wedding. Both Thea and Sari wish to marry him. Who does Ayn choose? If Ayn chooses to wed Sari, your adventures continue with Crys, Ayn and Sari's son (see page 90). If he chooses Thea, your next character is Sean, Ayn and Thea's son (see page 94).



Δ Who will Ayn marry?



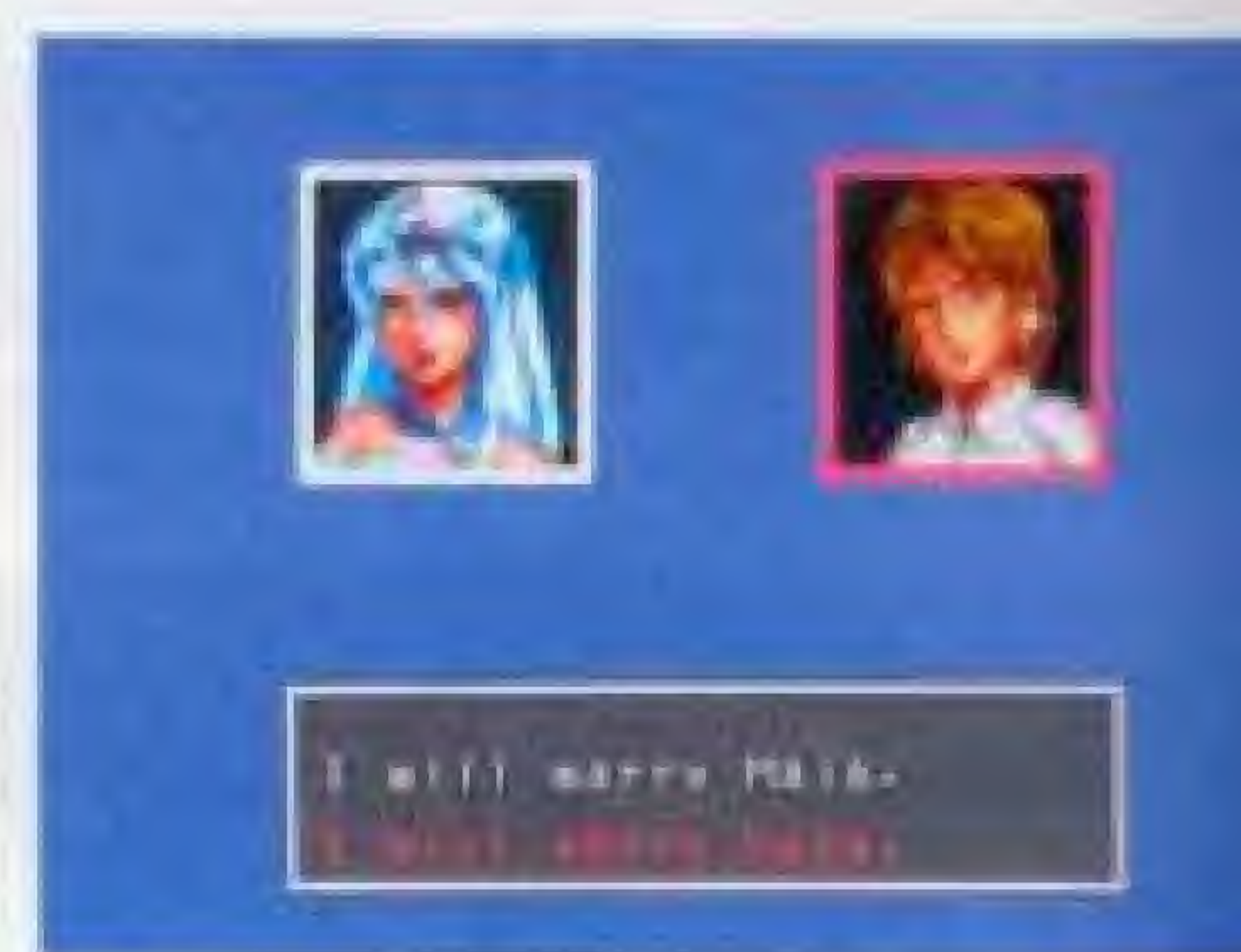
Δ If Ayn marries Thea, your next character is Sean.



Δ If Ayn marries Sari, your next character is Crys.

What if Rhys Had Married Lena?

In this case, Ayn never would have been born, and you would have taken up the quest of Nial after completing Rhys's adventures. The details of Nial's quest are covered in the next chapter.



Δ If Rhys marries Lena...



Δ ...your second-generation character is Nial.

Nial's Adventures



If Rhys marries Lena, their son Nial is your next character. His quest is described on the following pages.

Landen

Nial's adventures begin in Landen, his home.



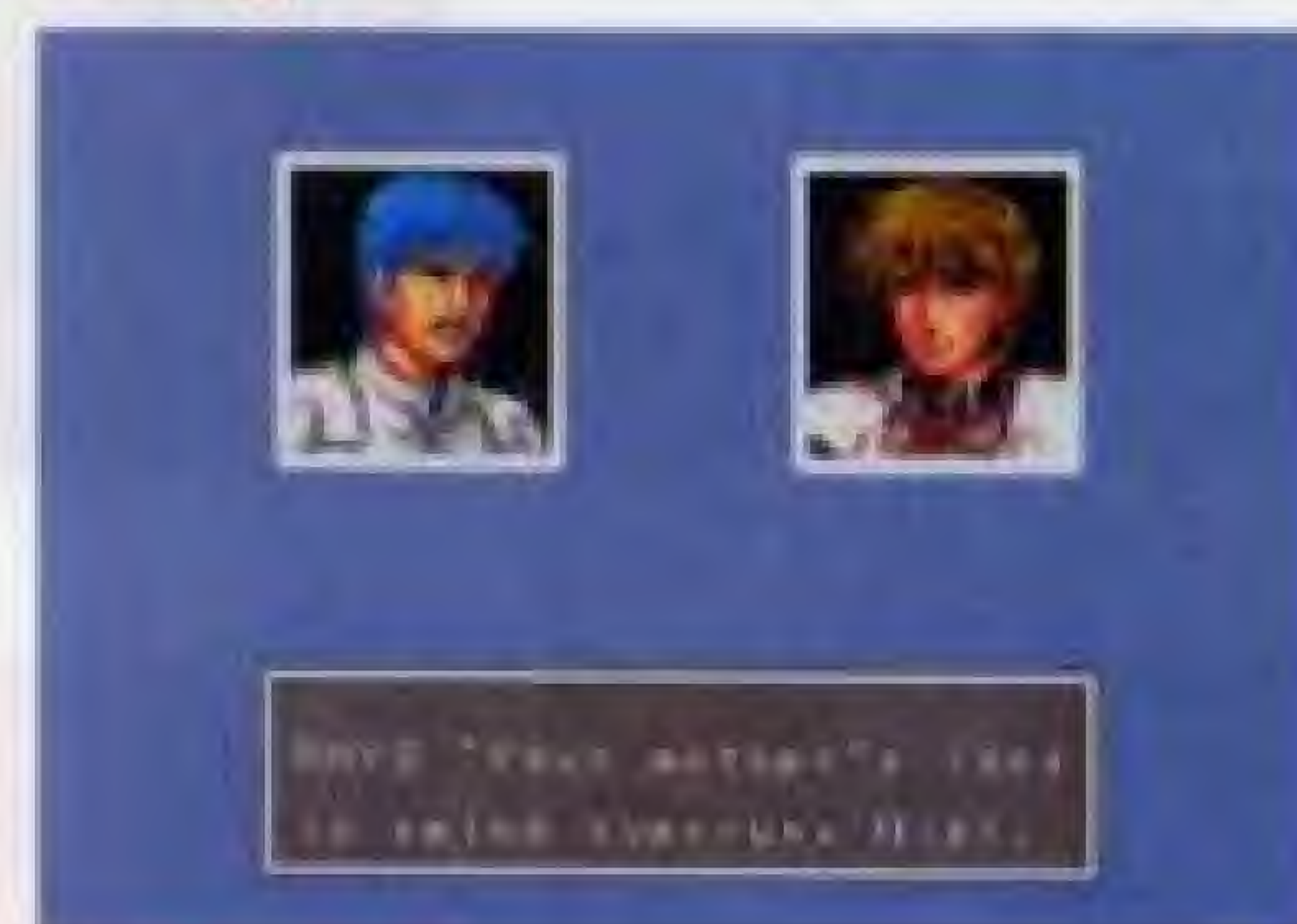
Years of Peace Precede a New War

King Rhys and Queen Lena have ruled Landen for almost two decades of peace and prosperity. Then one day a messenger appears with news of the destruction of the neighboring kingdom of Satera, Lena's homeland.



Δ A messenger bears sad tidings.

Rhys calls upon his son Nial to investigate this disaster and to find out who is responsible. Thus begins an adventure that will take Nial to worlds unknown to the people of Landen.



Δ King Rhys sends you off on your quest.

Traveling Companions

Mieu and Wren accompany you from the start of your adventures to the (possibly) bitter end. Nial is powerful at the start of his quest (compared to how Rhys started), but his level goes up very slowly.



Δ Rhys sends Mieu and Wren with you.

Gather Information

Talk to everyone you meet, in the castle and in the town, to get useful information. Among other things, you'll learn that someone named Lune is thought to be the leader of the monstrous army that wiped out Satera. You'll also hear that the Twin's Ruby (whatever that is) is the key that opens a cavern to the southeast.

After gathering information, purchase any supplies and equipment you think you'll need, then head out of town.

To get to Satera, go south and then west to cross over the bridge. Before you do, you may find out more about Lune in Yaata and Ilan.



Δ The monsters attack from the west.



Δ Could this Lune be the same one who lived 1,000 years ago?



Δ The Twins' Ruby is the key.

Your Foes

The monsters Nial faces are stronger than those that opposed Rhys.

Warbler



Ooze



Dreidon



Satera

A sad sight awaits you.



Satera in Ruins

Satera's castle has been destroyed by Lune's monsters. One soldier still remains here. Apparently the monsters came from a cave far to the southwest of here.

Your best bet is to head toward that cave to get to the bottom of this unprovoked invasion. Follow the coastline until you reach the cave. (The cave leads to the world called "Elysium"--a world unknown to your father.)



△ Satera lies across this bridge.



△ A soldier stands guard amidst the ruins.

Your Foes

Lizrd



On your trip toward the southwestern cave, you'll encounter lizrds--small creatures that attack anything that moves.

Divisia

A strange town that extends both north and south of its castle.



North Divisia

Once you're out of the cave and into Elysium, head southwest to reach Divisia. The townspeople will tell you that the castle divides their town into two parts. They also mention that Lune's sister Alair is being held captive in the castle (maybe that explains Lune's actions!). After you've recovered from your journey, head into the castle to find Alair.



Δ Alair's capture probably upset Lune.



Δ The townspeople know a bit about Lune.

Your Foes

Biclops



Nova



New, more powerful foes arise to confront you on your journey.

North Divisia Town Map



Prices for Goods and Services

Inn	5 M
Healer	Healing 50 M Antitoxin 5 M
Equipment Shop	Monomate 10 M Dimate 40 M Trimate 500 M Antidote 10 M

Inside the Castle

These Orakian soldiers are boasting about their capture of Alair, but the king seems to be having second thoughts. Look for Alair in the dungeon.

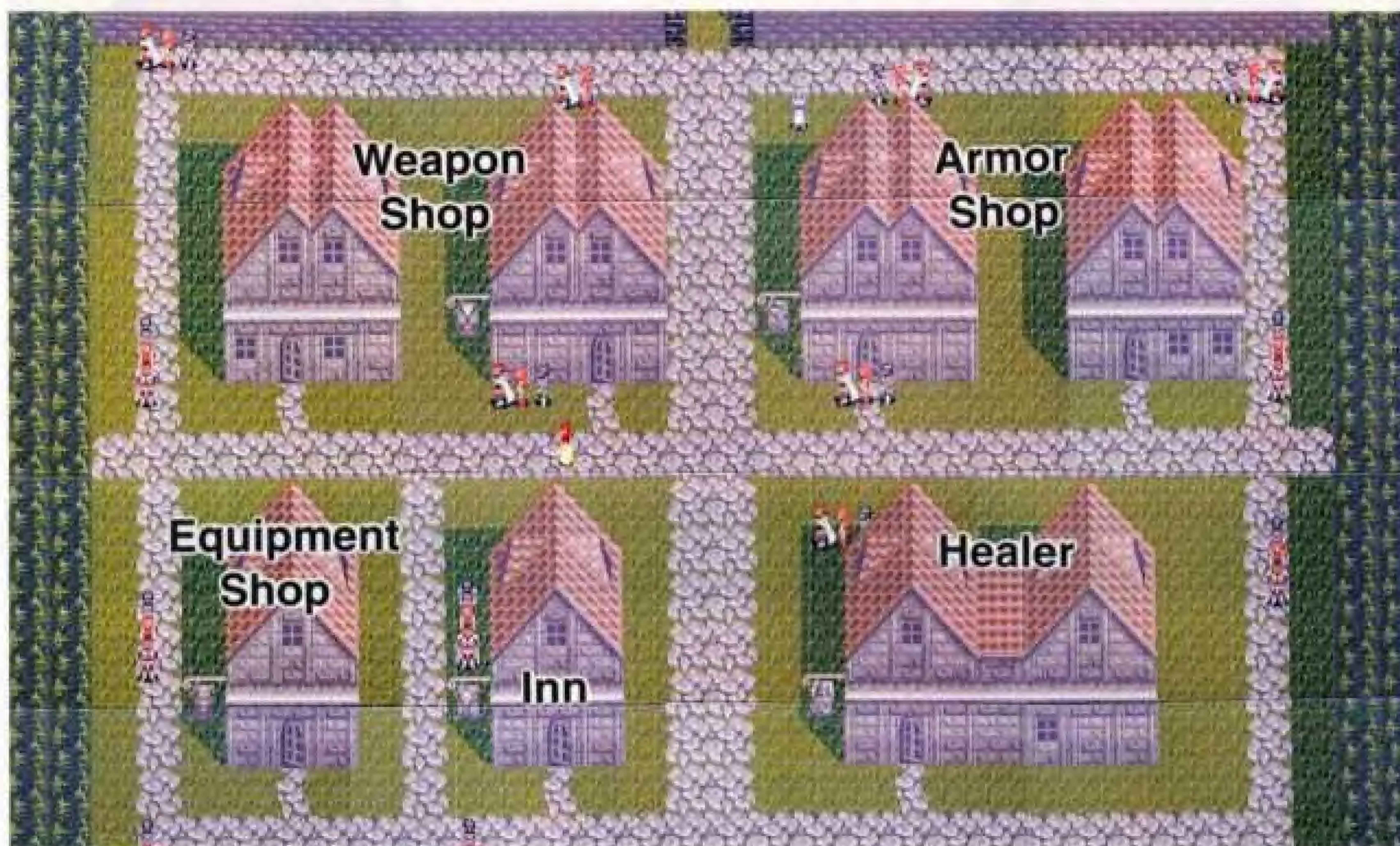


△ The guards seem pleased with themselves.



△ The king is worried, and rightfully so.

South Divisia Town Map



Prices for Goods and Services

Inn		5 M		Healer		Healing Antitoxin	50 M 5 M
Weapon Shop		Armor Shop				Equipment Shop	
Ceramic Knife	1,000 M	Ceramic Vest	1,045 M	Monomate		10 M	
Ceramic Claw	1,150 M	Ceramic Protector	2,200 M	Dimate		40 M	
Laconia Shot	4,900 M	Laconia Cape	1,900 M	Trimate		500 M	
Laser Staff	3,800 M	Fiblira	2,250 M	Antidote		10 M	
Force Needle	3,000 M	Force Armor	1,440 M				

Hints

- * Find the rebel camp (and sub parts for Wren) in a cave far to the southwest.
- * You'll see the town of Aerone, but you can't get there now.
- * Your quest leads you back to Landen, then to Aridia (the cavern to Aridia is southeast of Ilan, in the mountains across the sea).

Hazatak

In Aridia, all roads lead to Hazatak.



Cyborg News

The cyborgs in Hazatak mention something about that river south of the village. Check out the eastern side of the river. (If you don't have the sub parts for Wren, you'll need to return to the southwestern cave in Elysium to get them.)



Δ The cyborgs have useful news for you.



Δ You'd better have Wren's sub parts.

Your Foes

Blizrd



Slasher



Aridia's wastelands are now home to blizrds and slashers, vile beasts that allow no one to pass unscathed.

Laya's World

A hidden gateway lies within the river.



Wren Transforms into a Submersible!

When you stumble upon the hidden gateway, Wren transforms into a submersible (as long as you found the sub parts earlier) and you all enter an underwater channel.

You enter another world buried under Aridia! This is where Laya's Treasure has been hidden for 1,000 years. Find the palace--the treasure lies within. You may be surprised at the nature of this treasure.



When you find the hidden gateway, Wren transforms into a submersible, with the help of the sub parts. Then your party rides this submersible through an underwater channel to a world beneath Aridia.



Mystoke

The only town on Frigidia.



At Last, the Truth!

The cave in southwestern Aridia leads to the icy world of Frigidia. Go south to the bridge across the frozen river. Mystoke Castle holds the secret truth about Orakio and Laya. When you use the Laya Pendant, a centuries-old veneer of fable is peeled away to reveal the truth that has been long hidden.

Your Foes

Bushi



Titan



Hackgull



Blueroot



Pulsar



Harpy



Mystoke Town Map



Prices for Goods and Services

Inn	5 M	Healer	Healing	50 M	
Technique Shop	10 M		Antitoxin	5 M	
Weapon Shop		Armor Shop		Equipment Shop	
Force Knife	3,140 M	Planar Armor	33,000 M	Monomate	10 M
Laser Bow	11,300 M	Royal Robe	47,000 M	Dimate	40 M
Cannon	10,000 M	Royal Fiblira	47,000 M	Trimate	500 M
Laconia Staff	15,400 M	Royal Vest	23,000 M	Antidote	10 M
Laconia Needle	6,000 M	Royal Protector	47,000 M		

Do Your Shopping, Then Head to the Castle

Rest up at the inn, purchase any new equipment and supplies you can, then enter the castle gate to search for the Laya Pendant. Once you find it, *use* it to hear the true story of Orakio and Laya.



Δ Nothing but the best.

Aerone

You can now reach Aerone with the Laya Pendant.



Teleportation Stations

Now that you have the Laya Pendant, you can teleport between the palaces scattered about the worlds. This means you don't have to tromp through the connecting caverns any more.



Δ Walk up the dais to teleport.

Head to the palace in the northeastern part of Frigidia; it will teleport you to a palace in Elysium. Then head north and cross the bridge to reach Aerone.



Δ You're in Elysium!

In Aerone, you'll be told that the worlds you've been exploring are all part of a giant spaceship called Alisa III, and that Lune's base is on one of the moons.



Δ The end of your quest draws near.

Aerone Village Map



Prices for Goods and Services

Inn	5 M	Healer	Healing	50 M	
Technique Shop	10 M		Antitoxin	5 M	
Weapon Shop		Armor Shop		Equipment Shop	
Laconia Knife	6,330 M	Laconia Armor	6,100 M	Monomate	10 M
Laconia Claw	8,960 M	Royal Chest	6,600 M	Dimate	40 M
Laconia Sword	15,000 M	Steel Robe	7,800 M	Trimate	500 M
Force Bow	22,400 M	Force Vest	4,100 M	Antidote	10 M
Pulse Cannon	19,700 M	Force Shield	3,800 M		

A Rocket Shuttle!

The villagers tell you of a rocket shuttle beneath the village. This will take you to Dahlia, Lune's base. The entrance to Aerone's dungeon is at the eastern end of the first path you see as you enter the village.



△ Dahlia and Lune, here we come!

Dahlia

Your final confrontation is at hand.



Where's Lune?

Now that you're on Dahlia, you have to find Lune. Desplicable people like Lune often hide in the deepest holes they can find, so you might want to look for stairs leading down.



△ Now find Lune.

Before you talk to Lune, heal everybody up--he's the toughest opponent Nial will ever face! If you defeat Lune, you'll have a choice to make: to marry Laya or Alair (see page 70).

Your Foes

The enemies you'll meet on Dahlia are the worst yet.

Secundus



Clique



Pinkroot



The Third Generation



After decades of struggle, you at last near the final battle with your ultimate enemy. Whichever character you choose, you must prepare him well for the deadliest foe your world has ever seen!

Your Third-Generation Character

The choices you make at the ends of your first and second generation adventures determine your character in the third generation.

If You Played Ayn



Crys is born to Ayn and Sari.

If Ayn marries Sari, your third-generation character is Crys; if Ayn marries Thea, your third-generation character is Sean.



Sean is born to Ayn and Thea.

If You Played Nial



Adan is born to Nial and Laya.

If Nial marries Laya, your third-generation character is Adan; if Nial marries Alair, your third-generation character is Aron.



Aron is born to Nial and Alair.

Adan's Adventures

Landen

Nial and Laya have ruled Landen for 18 years, raising their son Adan and his twin sister, Gwyn. As Adan and Gwyn approach adulthood, Gwyn begins to have nightmares about falling into a dark, bottomless hole.

Soon after these nightmares begin, Landen is rocked by a violent earthquake. King Nial commands Adan to discover the source of this disturbance; Gwyn insists on accompanying her brother.



AN EARTHQUAKE ROCKS THE
NATION OF LANDEN.

Δ An earthquake shatters
Landen.



NIAL, KING AND QUEEN,
CALL FOR ADAN AND Gwyn.

Δ Adan's quest begins in
Landen.

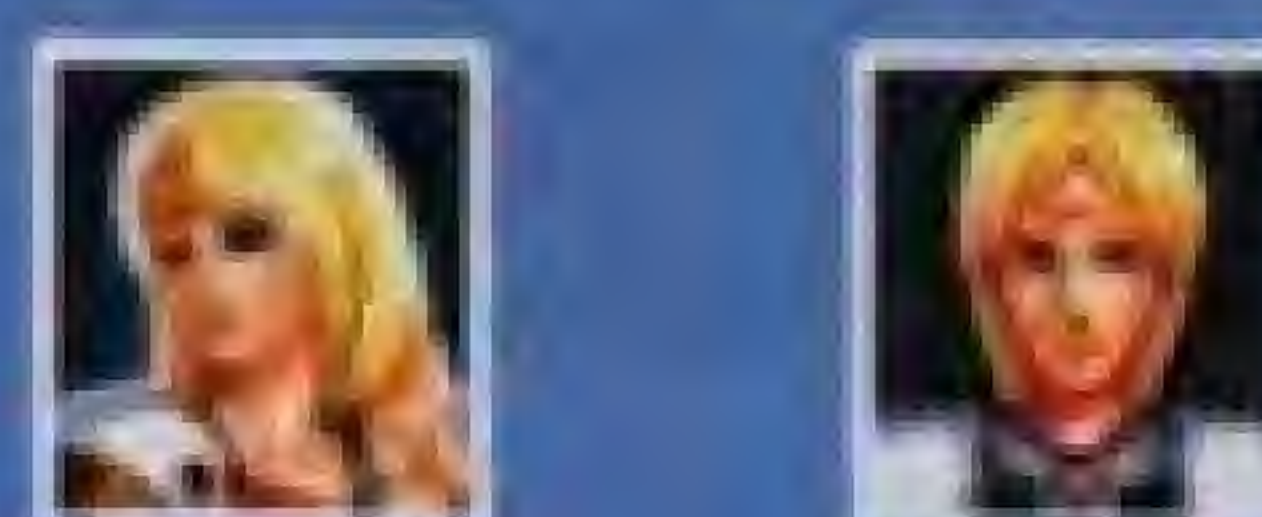


Δ The king has a mission for
Adan.



NIAL, KING AND QUEEN,
CALL FOR ADAN AND Gwyn.

Δ Adan must find the cause
of the earthquake.



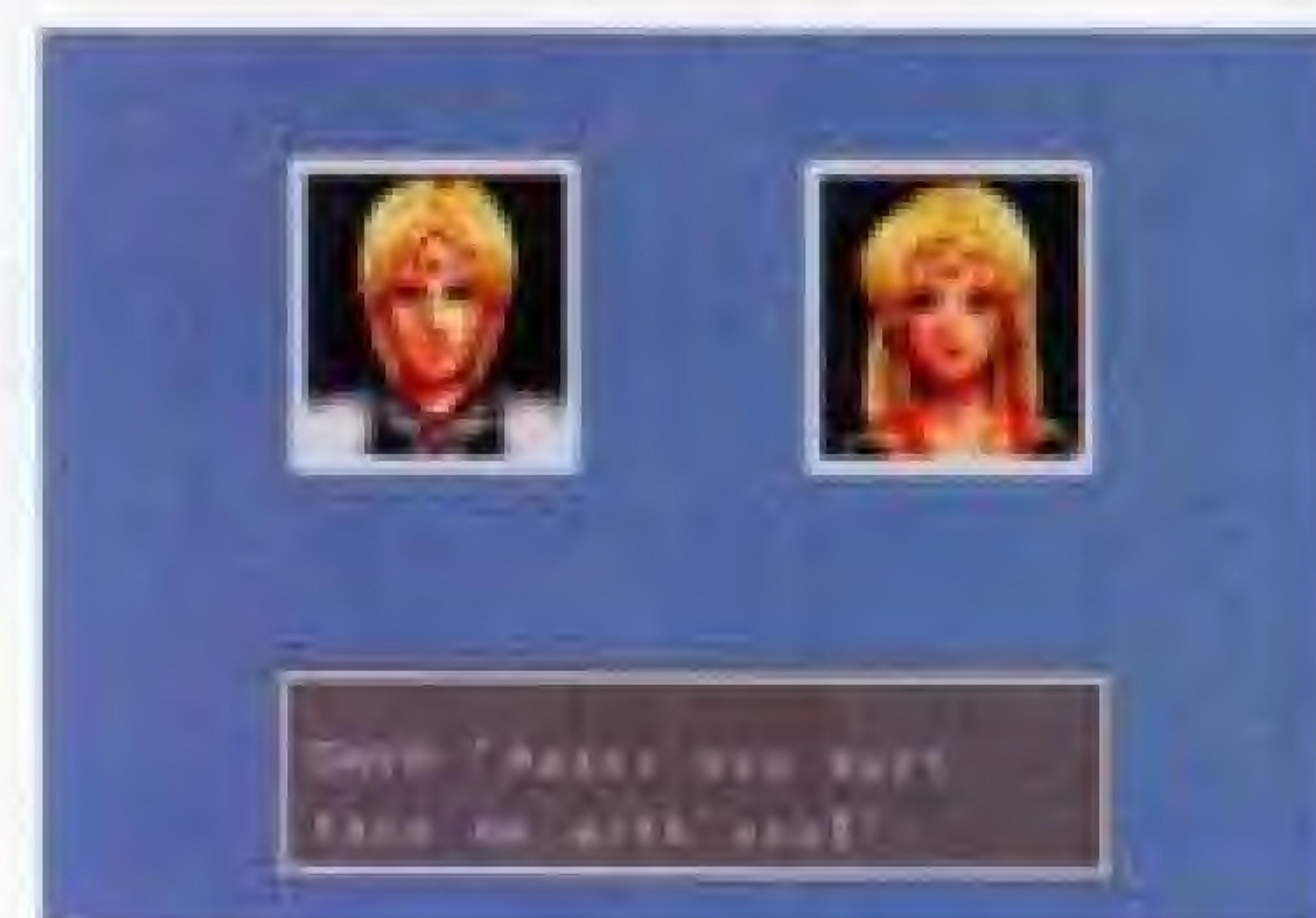
Gwyn, "I'm sorry, Nial,
and I'm sorry, Adan."

Δ Laya worries that Gwyn's
nightmare is a portent of evil
to come.

Adan Sets Out

With his sister Gwyn and the faithful cyborgs Mieu and Wren, Adan begins his journey. Talk to everyone you see in the castle, as well as those in town.

First head to Dahlia to see if Lune knows anything about the cause of the earthquake.



△ With Gwyn coming along, you have three companions.



△ Everyone has an opinion about recent events.

Your Foes

Both cyborgs and monsters appear to block your path. Who could be behind all of this?

Killsat



Squawker



Wolfbot



Tertius



Grizrd



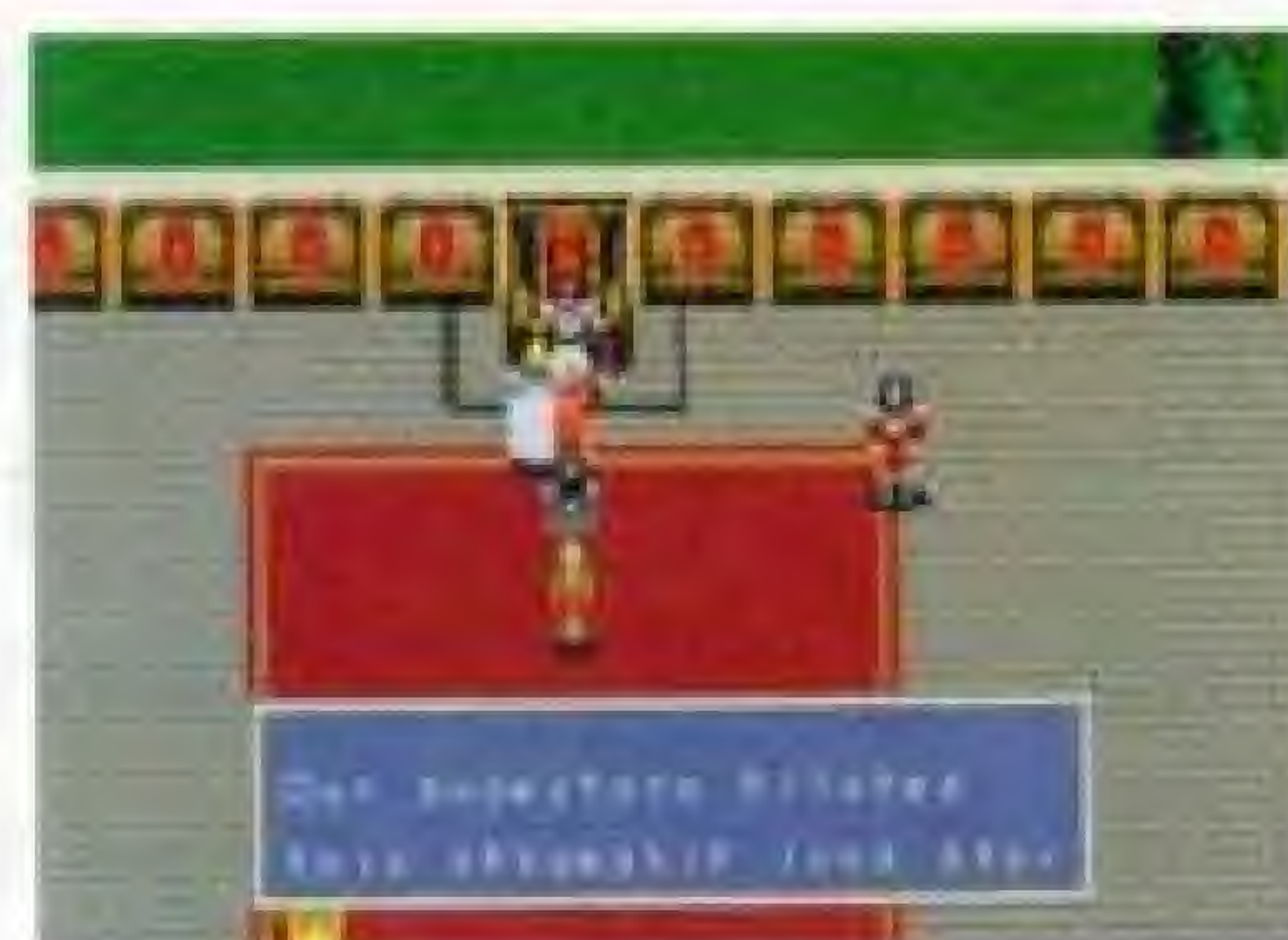
Divisia

Use the palaces to zip to Elysium.



Orakio's Brother?

In Divisia, you hear that Orakio's twin brother, Rulakir, has reappeared after 1,000 years. Though people assure you that this is good news, you may want to meet Rulakir before you decide.



△ The king has some news.

You also hear that Wren can skim over water and fly through the air, if you have the proper parts for him to make these transformations.



△ Wren has hidden talents.

Your Foes

Viola



The lands around Divisia are now infested with eindons, dreidons, violas, irisas, and rosas; many of these creatures are poisonous.

Aerone

You learn more about the earthquake.



Into a Black Hole?

The people here tell you that the earthquake was caused by Alisa III being jolted out of its planned course and directed straight toward a black hole! This must be what Gwyn has been having nightmares about.

Take the rocket shuttle up to Dahlia to visit Lune and see if he has more information about this.



△ Bad news keeps on coming.



△ Maybe Lune could shed some light on all this.

Your Foes

Triclops



Griffin



New monsters that appear around here include the triclops and the griffin.

Dahlia

Lune's friendly this time.



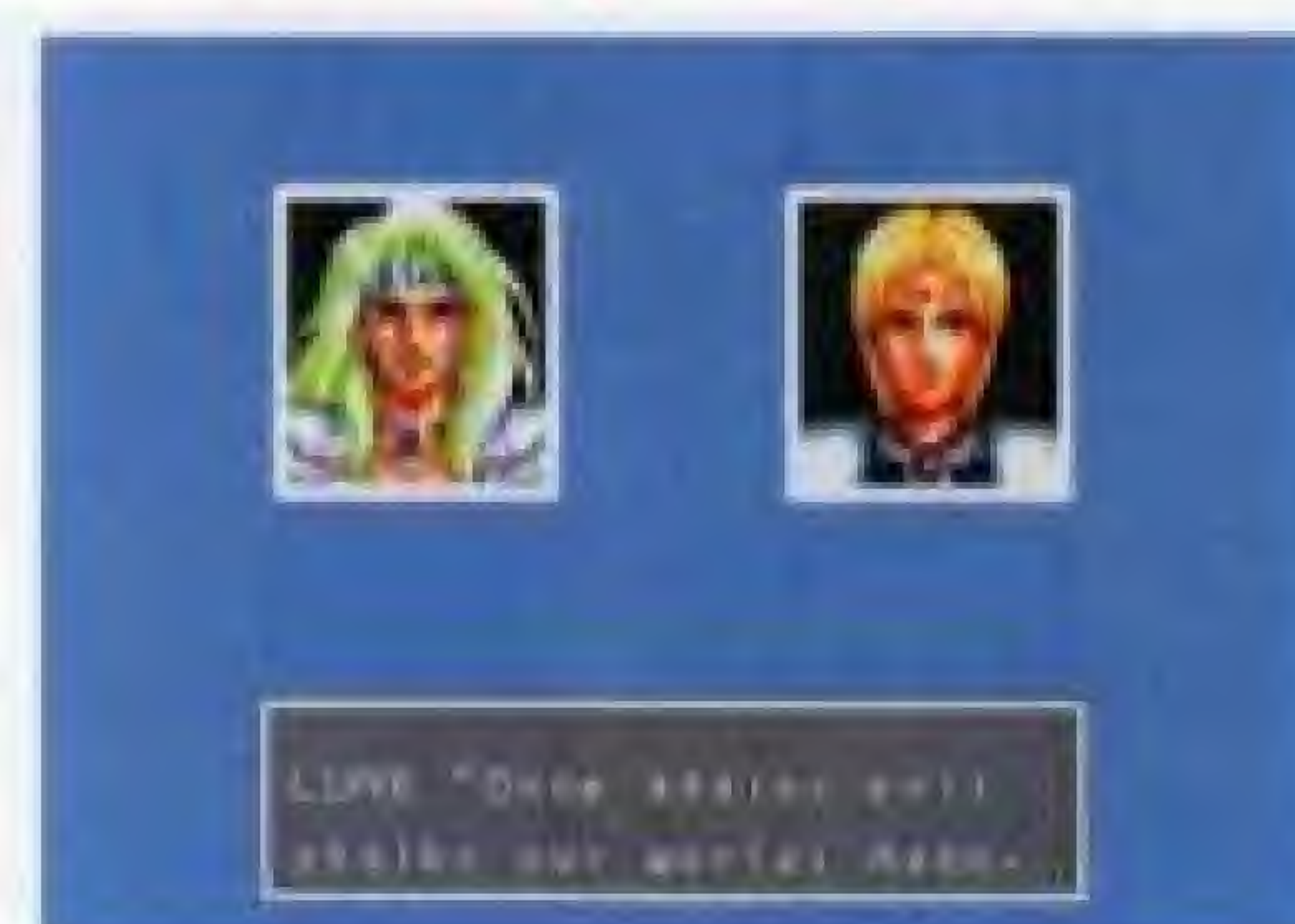
Alisa III is Not Alone

Lune is much friendlier to you than he was to your father when they first met. You find out that the earthquake occurred during a battle between Alisa III and another spaceship that looked just like her. Someone on Alisa III fired first, and the other spaceship got off one shot before it was vaporized. Unfortunately, that shot jarred Alisa III off its course and into the path of a black hole.

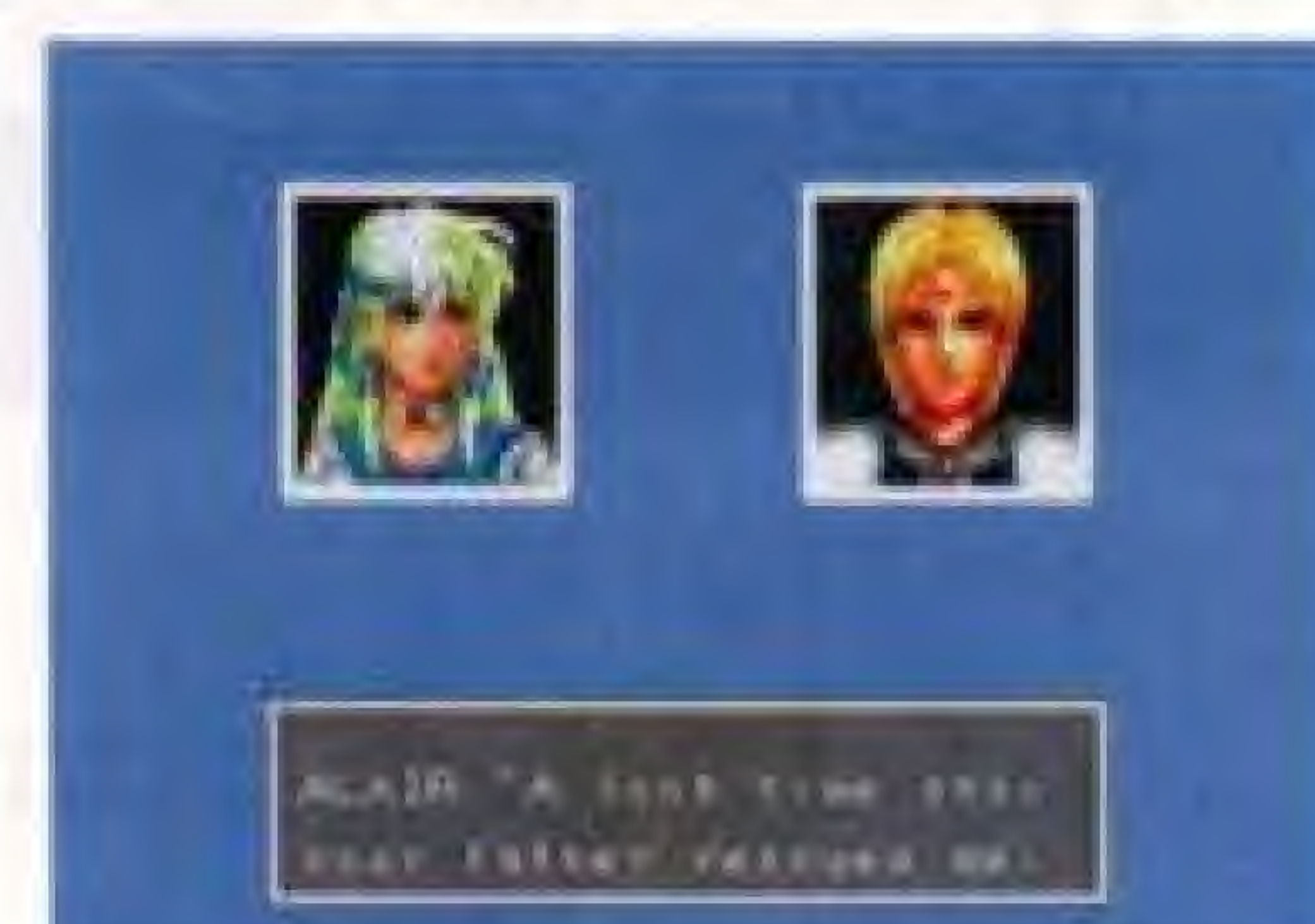
Adan needs to find out who fired the shot from Alisa III. He also must figure out how to get Alisa III back on course.



Δ Another spaceship!



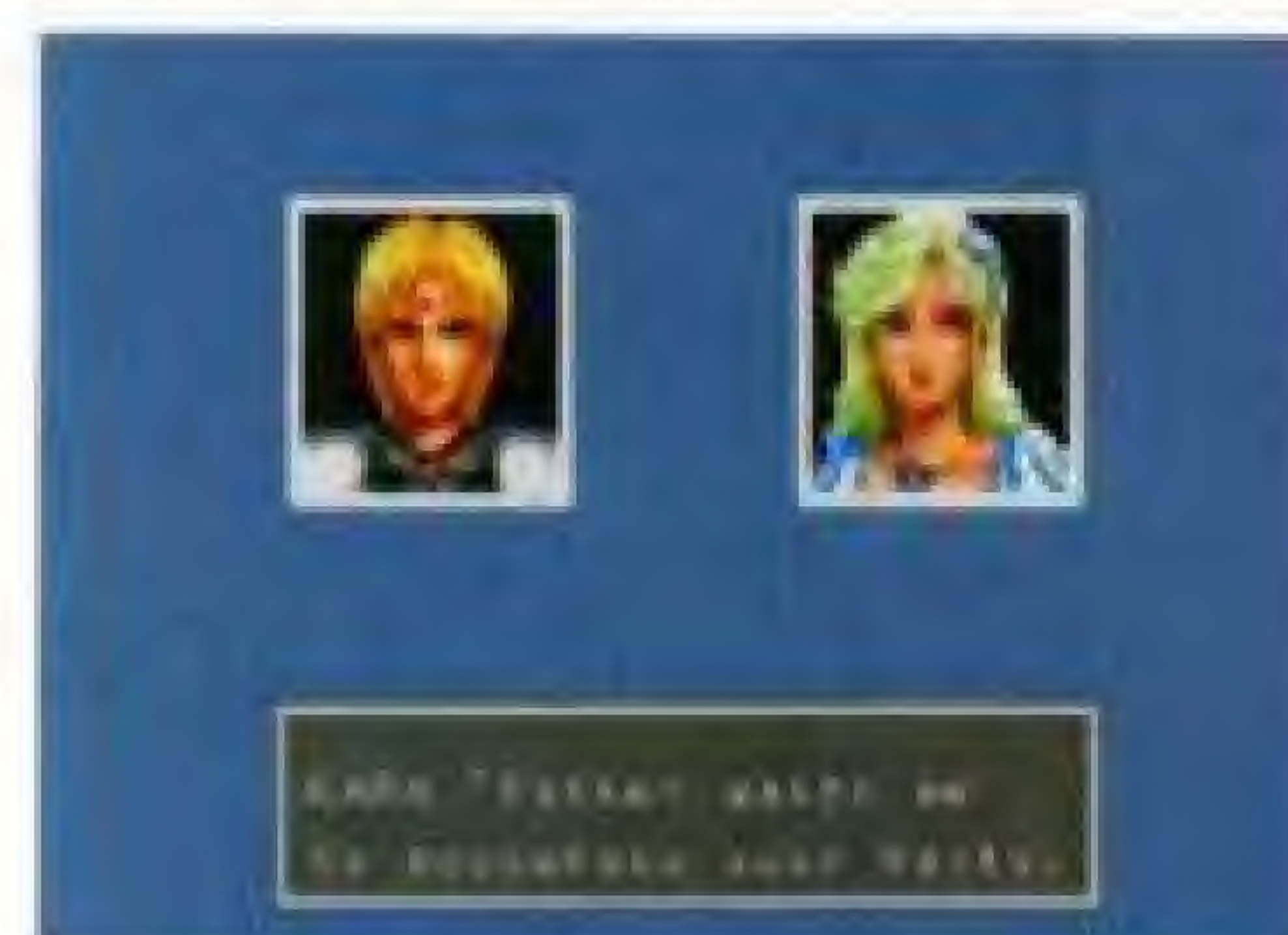
Δ Lune tells you what he knows.



Δ Alair rules Dahlia with Lune.

Lune's Daughter Kara Joins Your Group

Kara wants to come with you to find out what's going on and what can be done to stop it. Lune would like to come, but he has to rule Dahlia, so he sends Kara in his place.



△ Princess Kara joins up.

Kara wields Lune's Slicer, one of the legendary weapons of the Devastation War 1,000 years ago. Your party now has a full complement of five adventurers; it's time to begin your quest in earnest!



△ Kara will need to be protected for a bit, until she can build up her hit points and attacking power.

Explore Dahlia's Dungeon

If you talk to the soldiers, you hear of Skyhaven, a floating city on Frigidia. But you need to find aero parts for Wren to reach Skyhaven. Just your luck, they happen to have a set of aero parts stored in Dahlia's dungeon.



△ Aero parts would sure come in handy.



△ Why couldn't they have stored the aero parts upstairs?

Skyhaven

This city floats north of Mystoke.



Now You Can Use the Airstrips

With the aero parts in Wren's possession, all you have to do is walk onto an airstrip for Wren to transform into an aerojet. The other party members hitch a ride as Wren zooms across Frigidia.



North of Mystoke is the floating city. The people of Skyhaven possess much knowledge that has been long forgotten in the rest of the world. Be sure to talk to the Council of Skyhaven. Head into the dungeon to pick up the aqua parts.



△ Step onto the airstrip and Wren transforms into an aerojet.

Your Foes

Squakbot



Amazon



You'll encounter the squakbot and amazon in great numbers these days on Frigidia.

New Mota

The historians of Alisa III.



The Tale of Alisa III

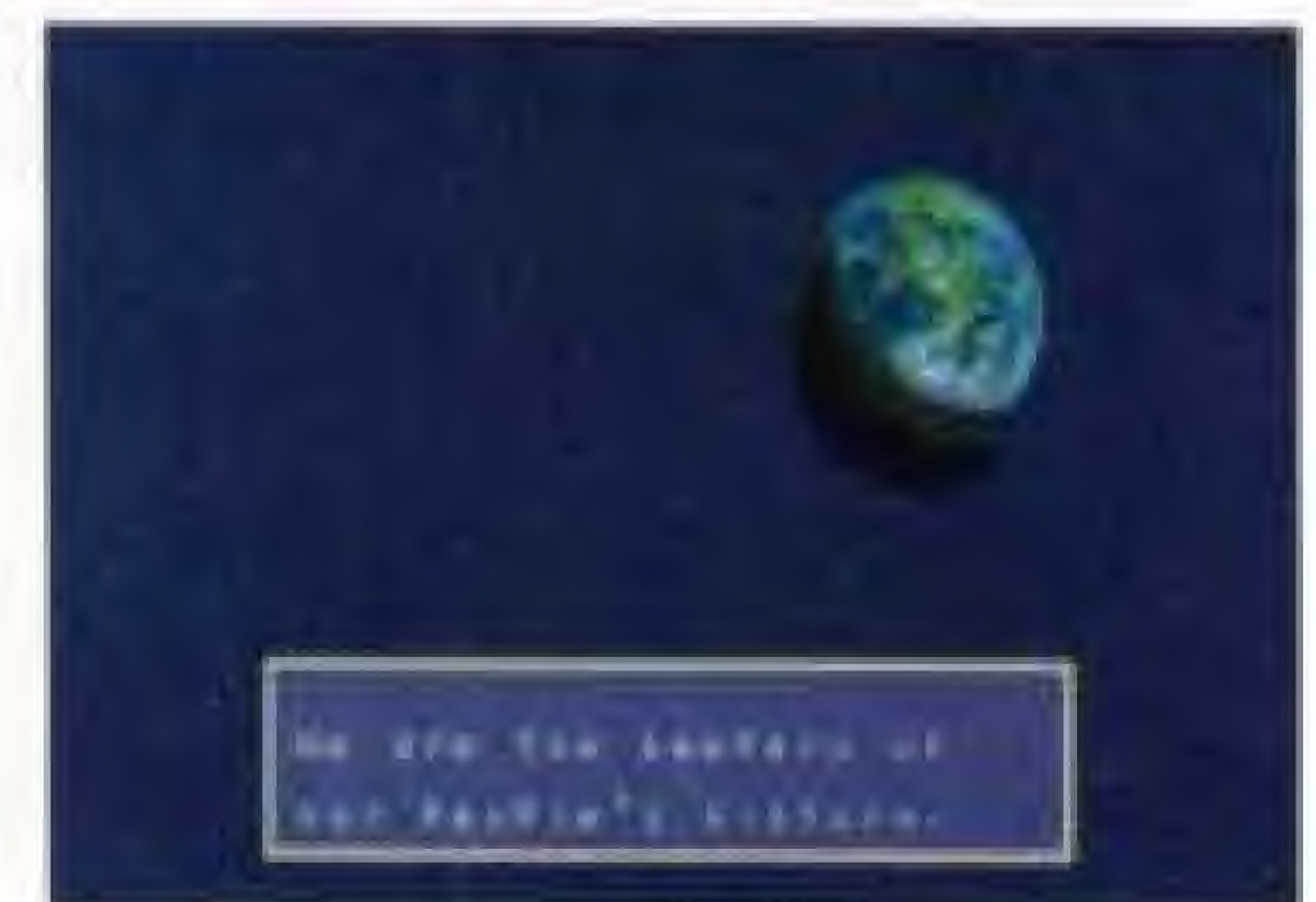
Once you have the aqua parts, don't head straight for Sage Isle. Instead, take a detour to New Mota, a small village on Frigidia.

The wise men here are the only people who know why Alisa III exists. Listen well as they recite the history of your people and tell why your world was created. It is the story of a civilization that has been plagued by an enemy--the evil Dark Force--for thousands of years.

Hearing the New Motans' story raises the specter of Dark Force. Is this the enemy that is behind all the evil events of the last few decades? And how can you possibly hope to defeat a being that single-handedly destroyed your ancestors' great civilization?



Δ The people of New Mota have much to tell you.

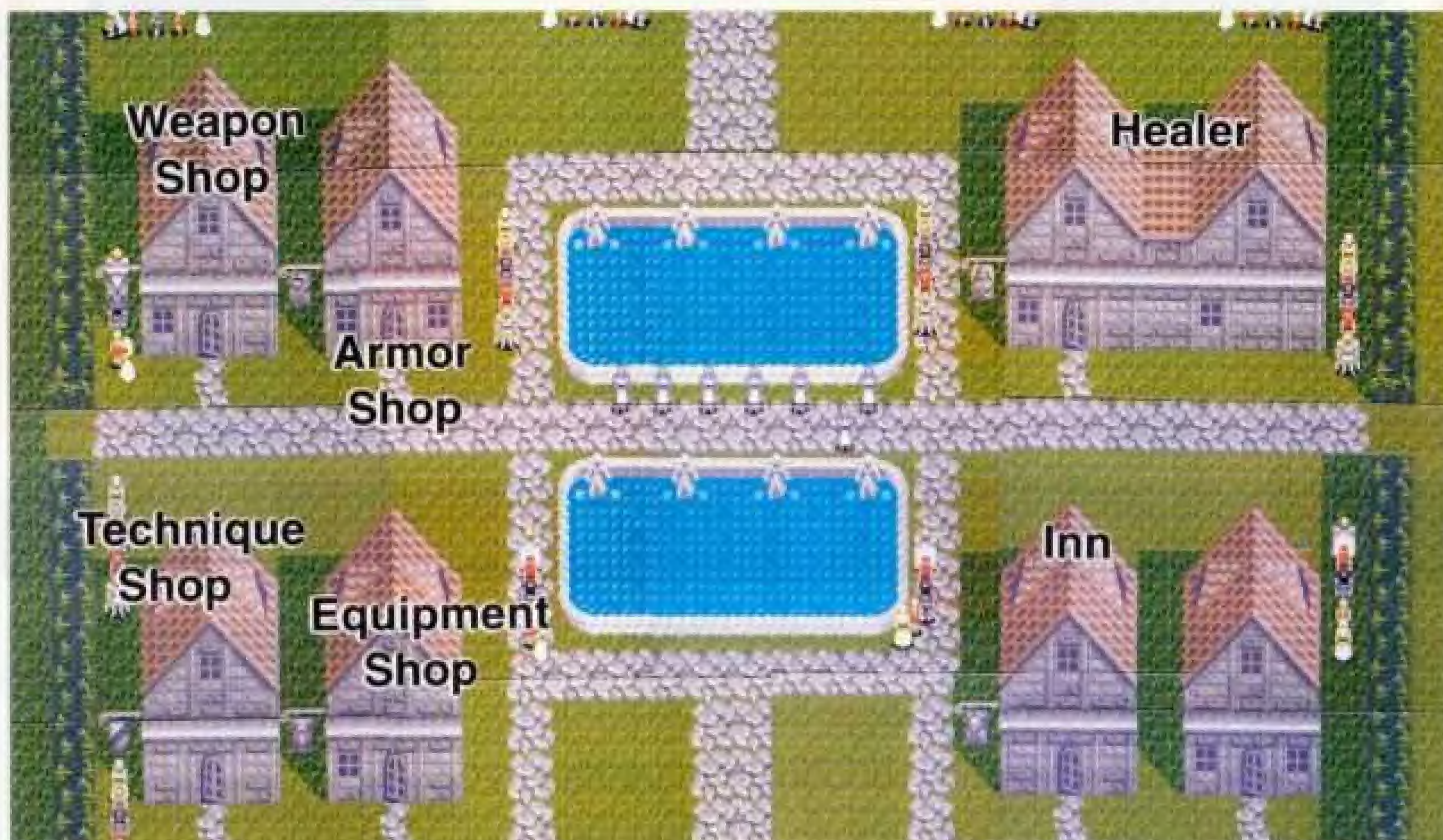


Δ They tell you tales of ages ago.



Δ Your people have wandered through space, searching for a new world.

New Mota Village Map



Prices for Goods and Services

Inn	5 M	Healer	Healing	50 M	
Technique Shop	10 M		Antitoxin	5 M	
Weapon Shop		Armor Shop		Equipment Shop	
Planar Slicer	62,000 M	Royal Armor	15,600 M	Monomate	10 M
Planar Claw	35,800 M	Laconia Robe	23,000 M	Dimate	40 M
Royal Bow	64,000 M	Laconia Fiblira	24,000 M	Trimate	500 M
Planar Sword	64,000 M	Laconia Vest	11,300 M	Antidote	10 M
Pulse Vulcan	65,000 M	Laconia Protector	26,000 M		

The Finest Weapons Meseta Can Buy

The weapons in New Mota's weapon shop are the best you can buy anywhere. If you can't buy them now, save up until you can--they're definitely worth it!



△ New Mota's the place to buy weapons.

Sage Isle

The wise await you in Aquatica.



Talk to the Sages

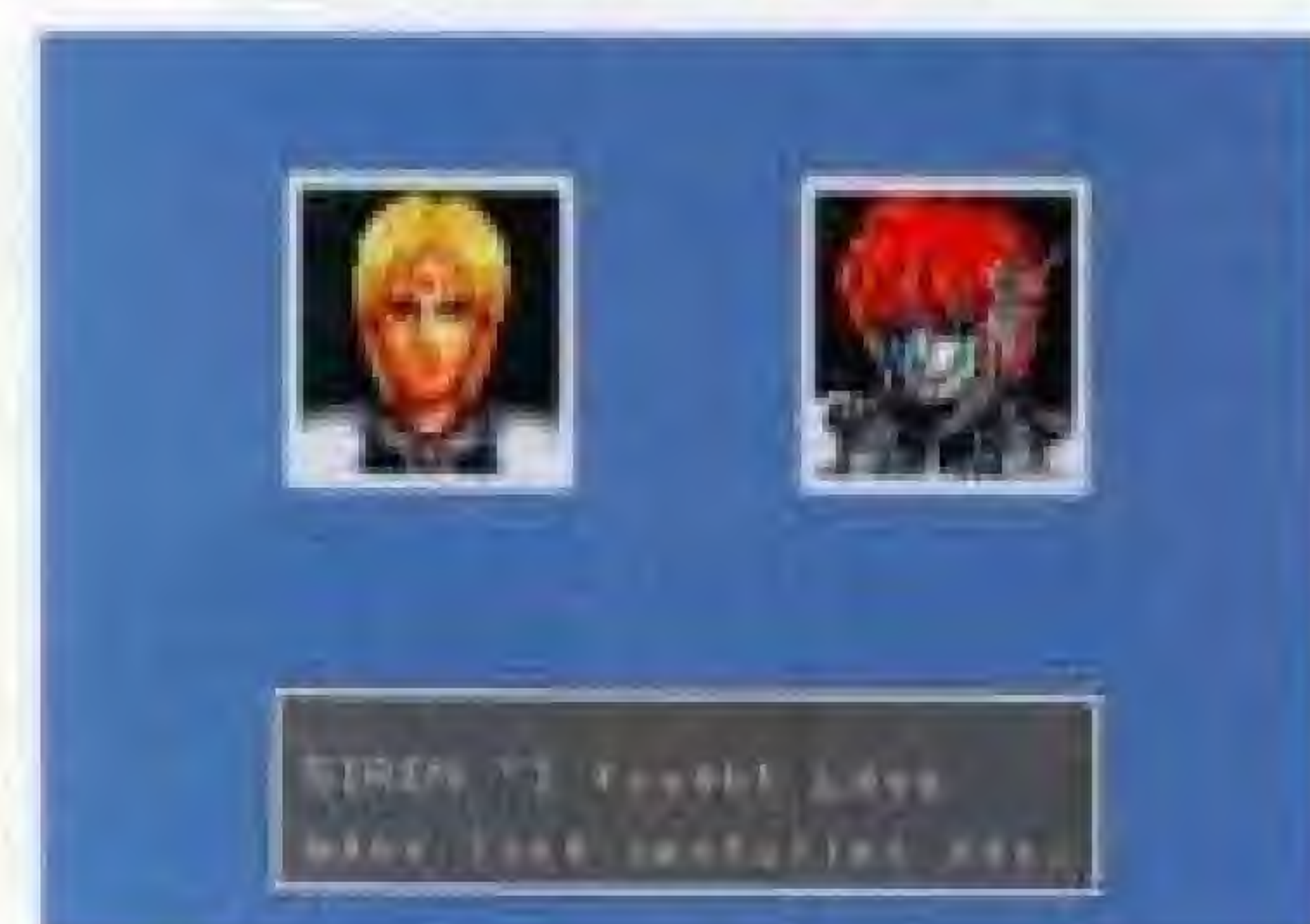
After a visit to New Mota, travel to Aquatica for a visit to Sage Isle. Head for a dock and Wren will transform to an aquaskimmer. Skim over to the island and Wren transforms again when you reach the island's dock.

In the island's cave, you'll meet Siren. He apologizes for all the sorrow he's caused, and then he breaks down. You find the legendary Siren's Shot left behind.

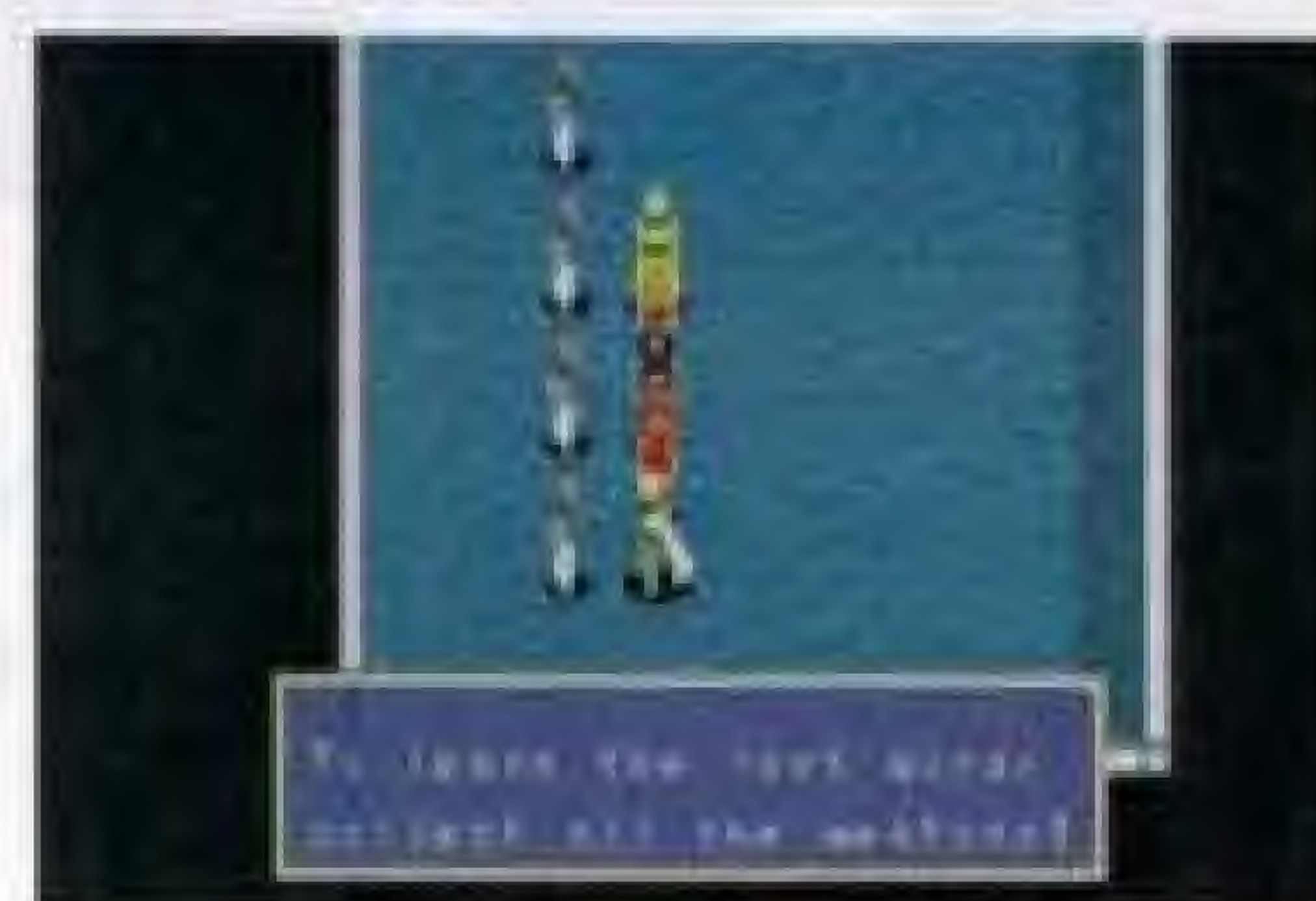
The sages in the cave talk of the five legendary weapons. They say they'll tell you the ancient word of power only if you collect all five weapons. You still need to find Orakio's Sword and Miun's Claw.



△ Use Wren's aquaskimmer form to reach Sage Isle.



△ Siren realizes the error of his ways.



△ The sages feel you're not ready yet.

Sunken Palace



An Ancient Evil Awaits

If you were paying attention during Rhys's adventures, you'll remember a sunken palace where legends say Orakio's Sword trapped the evil Dark Force.

Once you reach Landen, find a dock and Wren transforms into an aquaskimmer (make sure that at least one character has an open spot for an extra item). Skim over to the sunken palace, where Wren automatically transforms into a submersible. Maneuver through the underwater palace. When you take the sword set in the floor, you release the demon known only as Dark Force. It takes off to spread horror and evil throughout Alisa III.

Go to Aridia to meet Miun; the sight of Orakio's Sword releases her from her long torment.



△ Find Orakio's Sword in the underwater palace.



△ You get the sword...



△ ...but you free Dark Force!

Sage Isle Revisited

The ancient word of power.



The Sages Reveal Their Secret

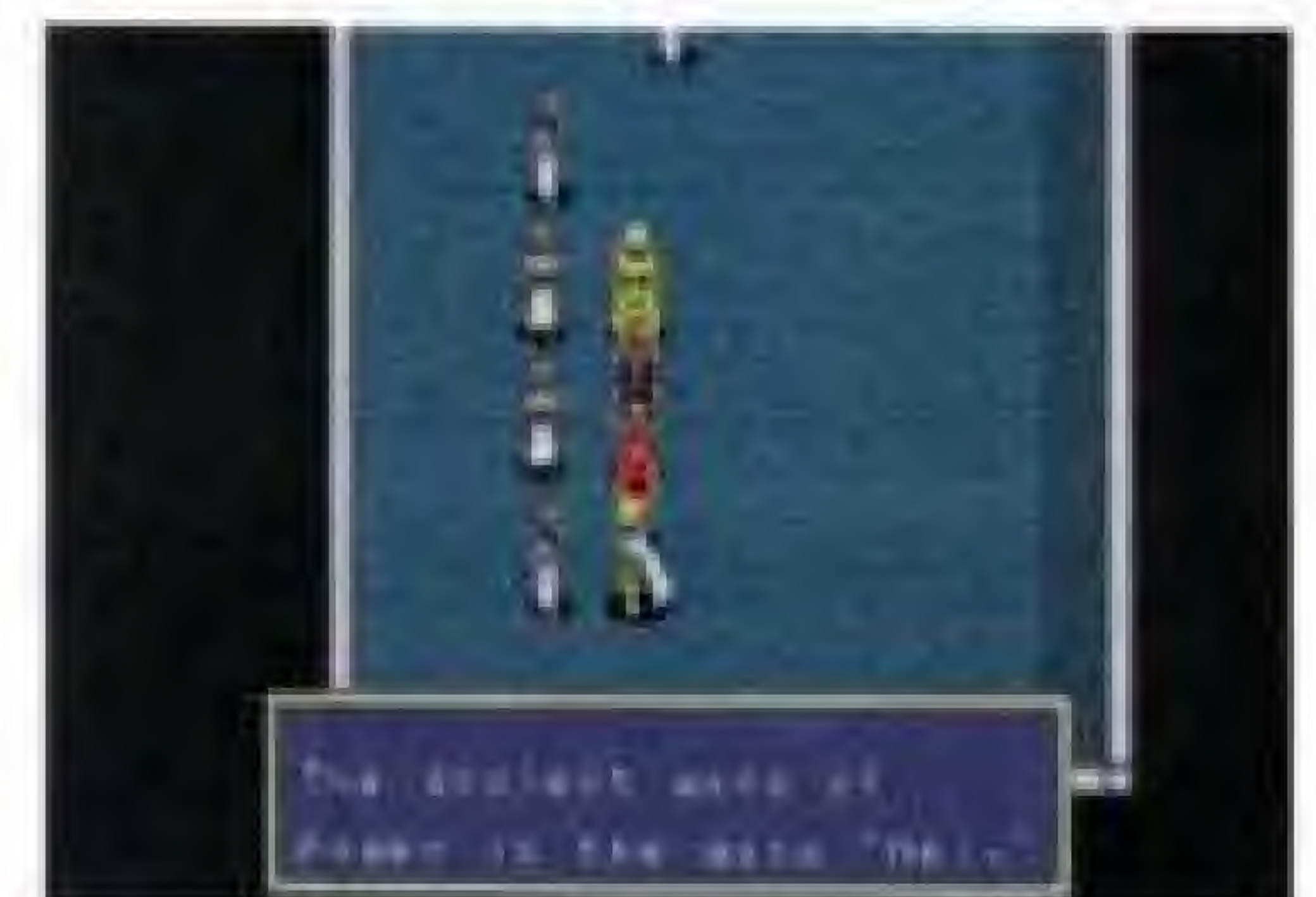
Once you have all five legendary weapons, return to Sage Isle. When the sages see all five weapons together at last, they tell you the ancient word of power. They also advise you to go to the Council of Skyhaven to fully empower your weapons.

The sages mention that Orakio's twin brother, Rulakir, has turned to evil.

If you want to see Rulakir before you return to Skyhaven, you must journey to the city of Lashute, which floats high above the surface of Terminus. There you may find that things are not as the sages believe.



Δ The time has come.



Δ The ancient word of power is revealed.



Δ This is evil?

Lashute

A city floats above a desolate world.



The Final World of Alisa III

There's not much to see in this strange world. Fly to Lashute, where you'll receive a welcome somewhat different from what you were led to expect.

Your Foes

You'll meet some of the most powerful enemies in the game while wandering in Terminus.

Dire



Baneful



Malific



Goatman



Goatduke



Goatking



Carder



Impvile



Skyhaven Revisited

Return to empower your weapons.



The Ultimate Weapons

Return to Skyhaven and the council will turn the legendary weapons into the ultimate weapons of each type. Once you have spoken with each council member, you'll notice that your weapons have been transformed by the ancient word of power. You need to re-equip these weapons now.

Even with these ultimate weapons, what chance do you have against Dark Force? How can the five of you succeed where an entire civilization failed? But if you do not succeed, Alisa III is doomed to fall to Dark Force. There's nothing else to do except gather your courage and your weapons and head back to Lashute. There you can confront Rulakir with the sages' suspicions.



△ Return to the council for the last time.



△ The legendary weapons become ultimate weapons.



△ Re-equip these weapons.

Lashute Revisited

Lashute's inhabitants show their true colors.



Evil Reigns in the Floating City

When you reach Lashute, your reception is quite different from the last time you were here. Now enemies come at you from all sides. You'll have to fight your way through the most dangerous monsters in the game to reach Rulakir's throne room.

You can't use an escape in Lashute, so be sure to keep your hit points up. The attacks come fast and furious. If your party isn't powerful enough, you'll get chewed up in here. If you live long enough, you'll eventually reach Rulakir.



Δ Ah, good old Lashute again.



Δ Things seem different somehow.



Δ Rulakir's true self comes through.

The Final Battles

Before you talk to Rulakir, restore your hit points, because he's not very interested in talking. After you defeat Rulakir, a passage is revealed behind his throne. Down there is Lashute's dungeon. Also down there is your ultimate foe--Dark Force.

Your Foes

The nastiest creatures in the game infest Lashute. They'll cut you to pieces if you're not ready for them.

Zafirah



Punisher



Torturer



Defender



Watcher



Guardian



Other Third-Generation Characters



In addition to Adan, the other third-generation characters are Aron, Crys, and Sean.

Aron's Adventures

If Nial and Alair marry, Aron is your next character.

Battle in Space

Aron grows up on Dahlia with his parents, Lune, and Lune's daughter, Kara. One day a huge spacecraft, identical to Alisa III, appears. A beam of light flashes out from Alisa III and strikes the other spaceship. Just before the ship blows up, it attacks with a beam of its own.

Alisa III won the battle, but who started it? Nial orders Aron to find out what happened. Aron takes Mieu and Wren with him to Alisa III to investigate.



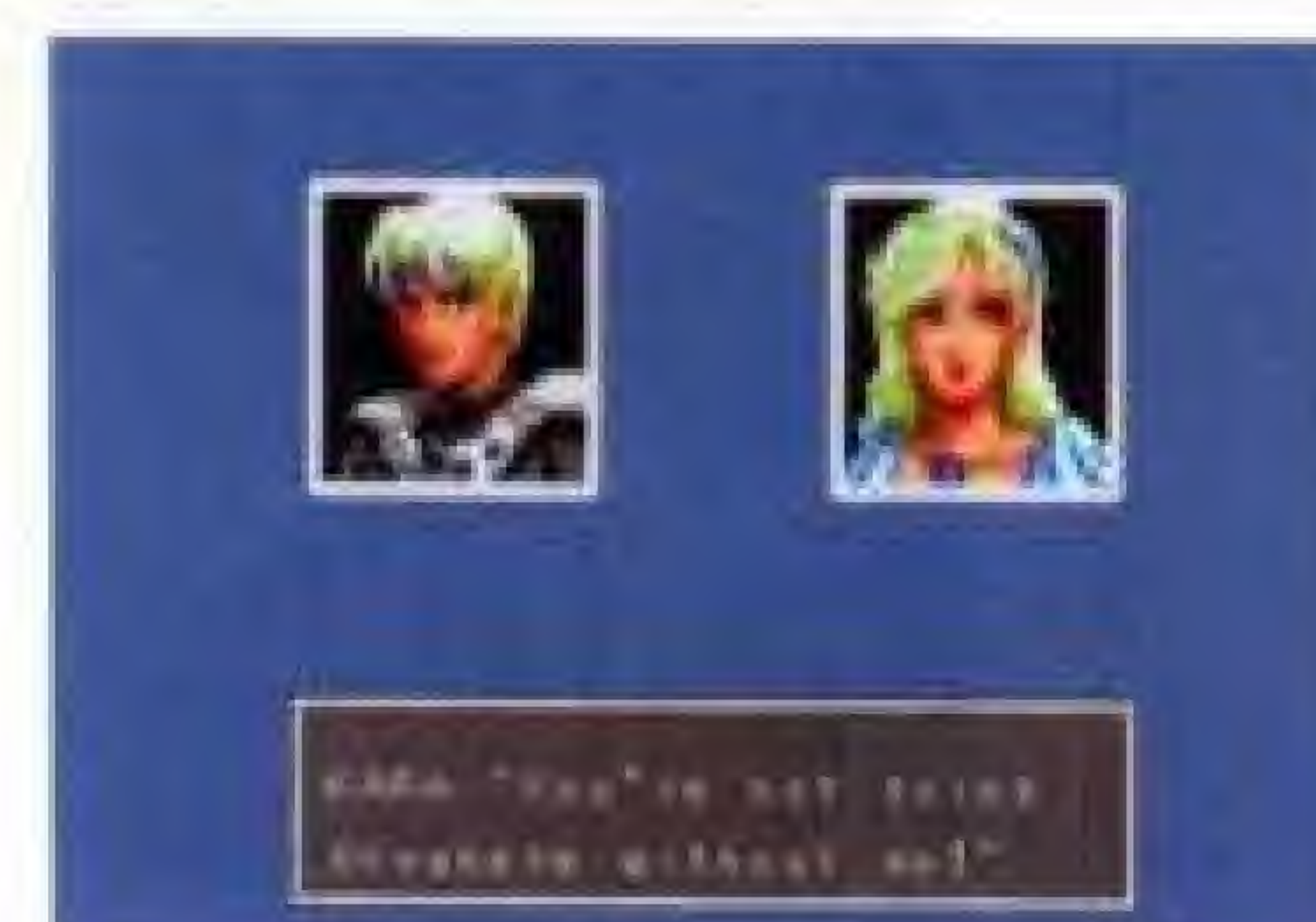
Δ Another spaceship!



Δ Who's fighting?

Princess Kara Joins Up

As Aron gets ready to leave Dahlia, Kara tells him that she's coming along. Lune lets her take his slicer, so she's a valuable addition to the group.



Δ Aron can't leave without Kara.

Before Aron Leaves Dahlia

Make sure you explore Dahlia's dungeon before you leave--the aero parts for Wren are down there. You're not going to get far without them.



Δ Monsters lurk in Dahlia's dungeon.

After you find the aero parts, board the rocket shuttle and zoom down to Alisa III. Once there, journey to Aridia to find Laya and talk her into joining your group.

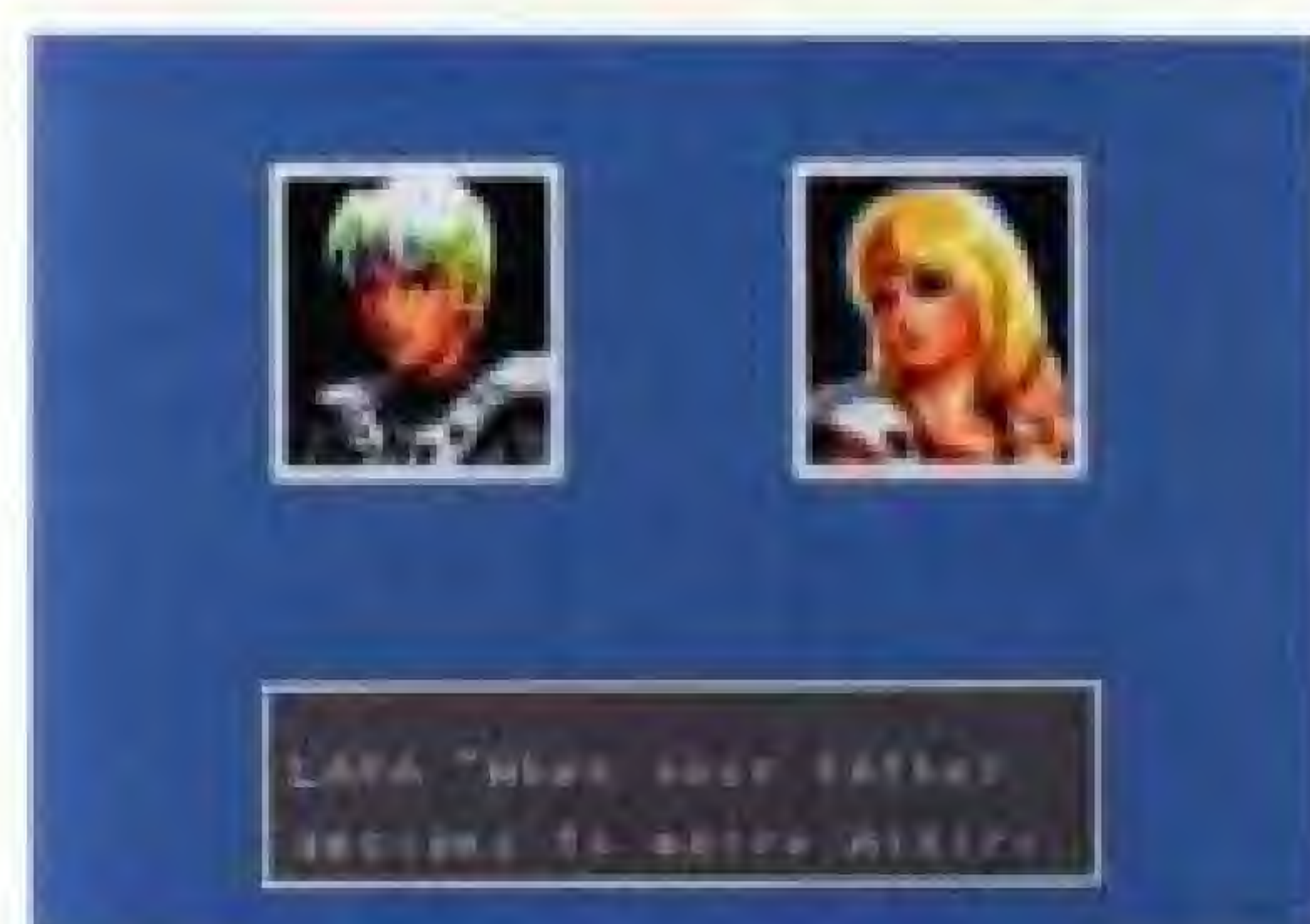


Δ The aero parts enable Wren to fly.

Laya Joins Aron's Quest



Δ Will Laya still be there?



Δ She's interested in coming along.

Laya adventured with Nial during his quest years ago. When Nial decided to marry Alair, Laya returned to her home and resumed suspended animation. When Aron visits Laya, she gladly agrees to join him on his quest. This brings the party up to five members. During her 20-year sleep, Laya's combat skills have gotten pretty rusty, so she starts out at first level. Now head to Frigidia to speak with the wise men of Skyhaven, the floating city. (You'll need to find an airstrip for Wren to transform into an aerojet, of course.)

From this point on, refer to Adan's adventures, starting on page 77, for information about the places Aron will visit.

Crys's Adventures

If Ayn marries Sari, Crys is your next character.

Alisa III is in Danger

Ayn, Sari, and Crys have lived in Landen Castle for 20 peaceful years. Then comes news that shatters this idyllic existence--the cyborg Siren has changed the course of Alisa III. The spaceship is now headed directly into a star; Alisa III and everyone on it will perish if it stays on this new course!

Some say that the spaceship's pilots can be found on a world called Elysium. King Ayn commands Crys to seek out pilots and to help them change the spaceship's course before it plunges into the star's fiery surface.



△ Tragic news from Azura.



△ Find those pilots!



△ Some people have heard rumors of the pilots.

Where Are the Pilots?

South of Landen is the bridge that leads to Satera. Cross this bridge, then travel south to find the way to Elysium (it's a cavern). You'll be attacked by lots of monsters along the way; people say the monsters are under Lune's command.

Once you reach Elysium, find the town of Divisia and talk to the people there. Though Aerone is nearby, you can't reach it now.



△ The pilots live west of Divisia.



△ Orakio's brother is back. Perhaps he remembers....

You Won't Get Far Without the Sub Parts



△ Leave no cave unexplored.



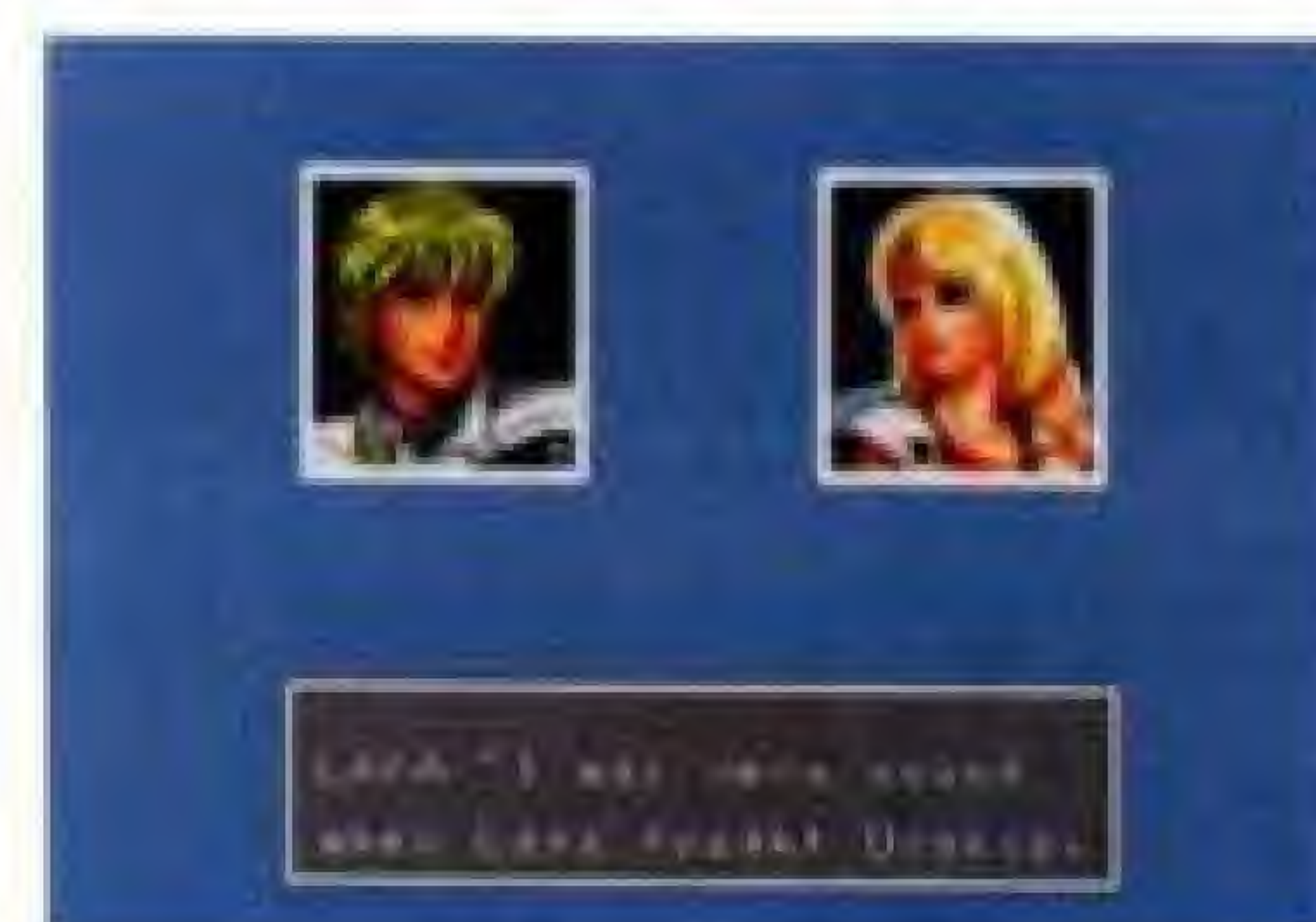
△ Open all the chests you find.

In a cavern to the west, you'll have some exploring to do to find the sub parts for Wren. Once you have these, journey to Aridia to search for Laya's Treasure. In Hazatak you'll hear some strange talk of the river south of town. Search the eastern side of the river, but you need the sub parts to find what you're looking for.

You find an underwater channel south of Hazatak. With the sub parts, Wren transforms into a submersible and you can explore the channel. You soon come out in another world--a world beneath the dry surface of Aridia. Here you find Laya's Treasure--her younger sister, also named Laya, whom you awaken from a 1,000-year-long sleep.



Δ A world beneath Aridia!



Δ Laya gladly joins your party.

Laya joins your party and brings with her the Mystery Star. This is the key to opening the cavern to the world of Frigidia.

The Truth is Revealed



Δ Danger and opportunity await in Frigidia.

Travel to the town of Mystoke in Frigidia. In Mystoke's castle you will find the Laya Pendant, your key to learning what really happened 1,000 years ago. Use the pendant to hear the truth.



Δ At last you find the Laya Pendant.

Now that you have the pendant, you can use the palaces spread throughout the worlds as teleportals to zip you from world to world. It sure beats walking.

On to Dahlia

From the palace in the northeastern part of Frigidia, you teleport to Elysium. Aerone is across the bridge to the north. Once you reach Aerone, you must find the rocket shuttle to take you to Dahlia. There you will confront Lune and try to stop the monstrous hordes that are rampaging across the world of Alisa III.



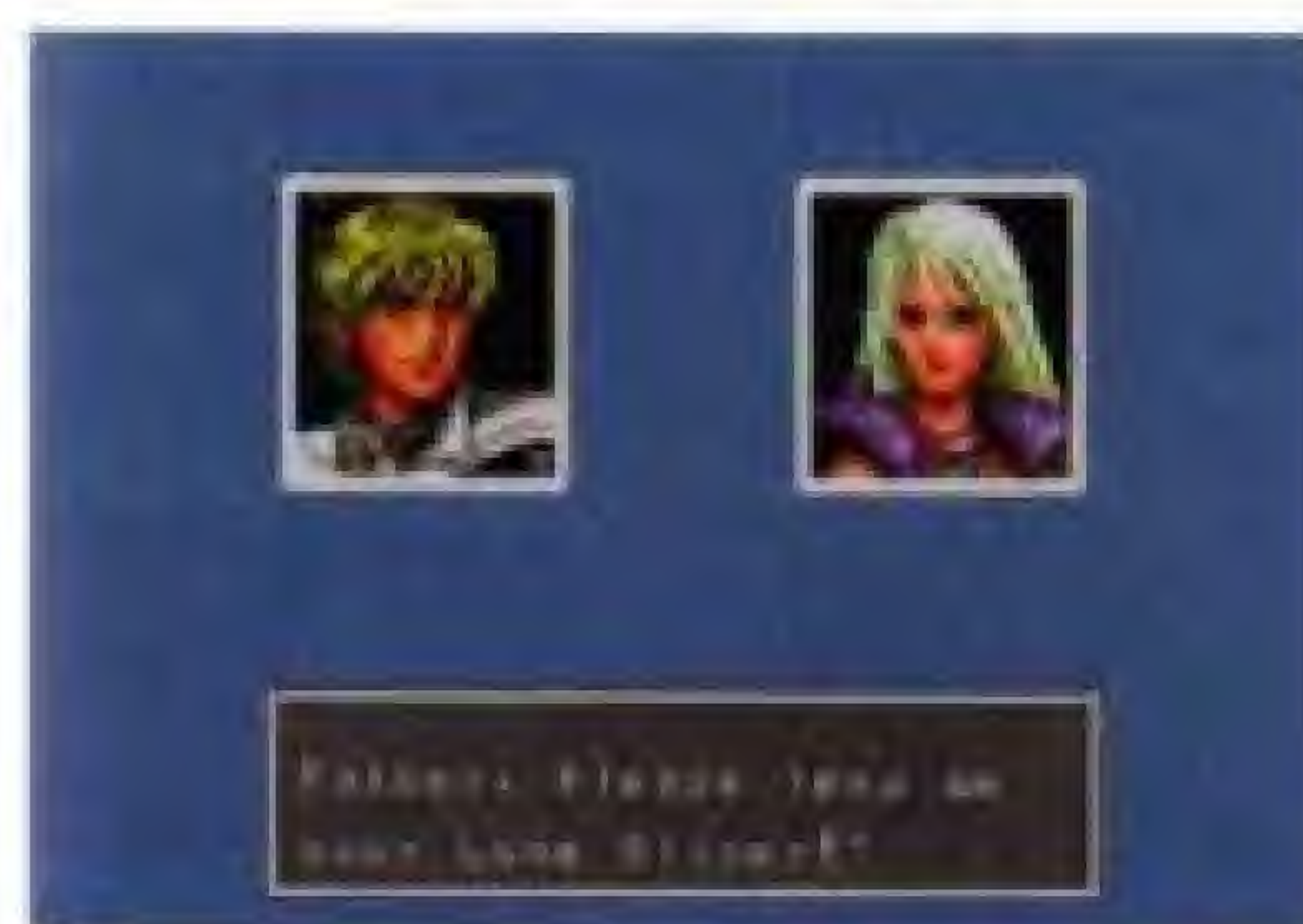
Δ Your journey's not over yet.

Δ A shuttle takes you to confront Lune.

An Unexpected Reception



Δ So who's the enemy?



Δ Kara joins your party.

When you meet Lune, you find that he is no longer filled with hatred for Orakians. So then who's responsible for the monsters invading Alisa III? No one here knows for sure, but maybe the Council of Skyhaven, a floating city near Mystoke, can tell you more.

Lune sends his daughter, Kara, to join you in your quest. She takes his legendary weapon, Lune's Slicer, with her.

From this point on, refer to Adan's adventures, starting on page 77, for information about the places Crys will visit.

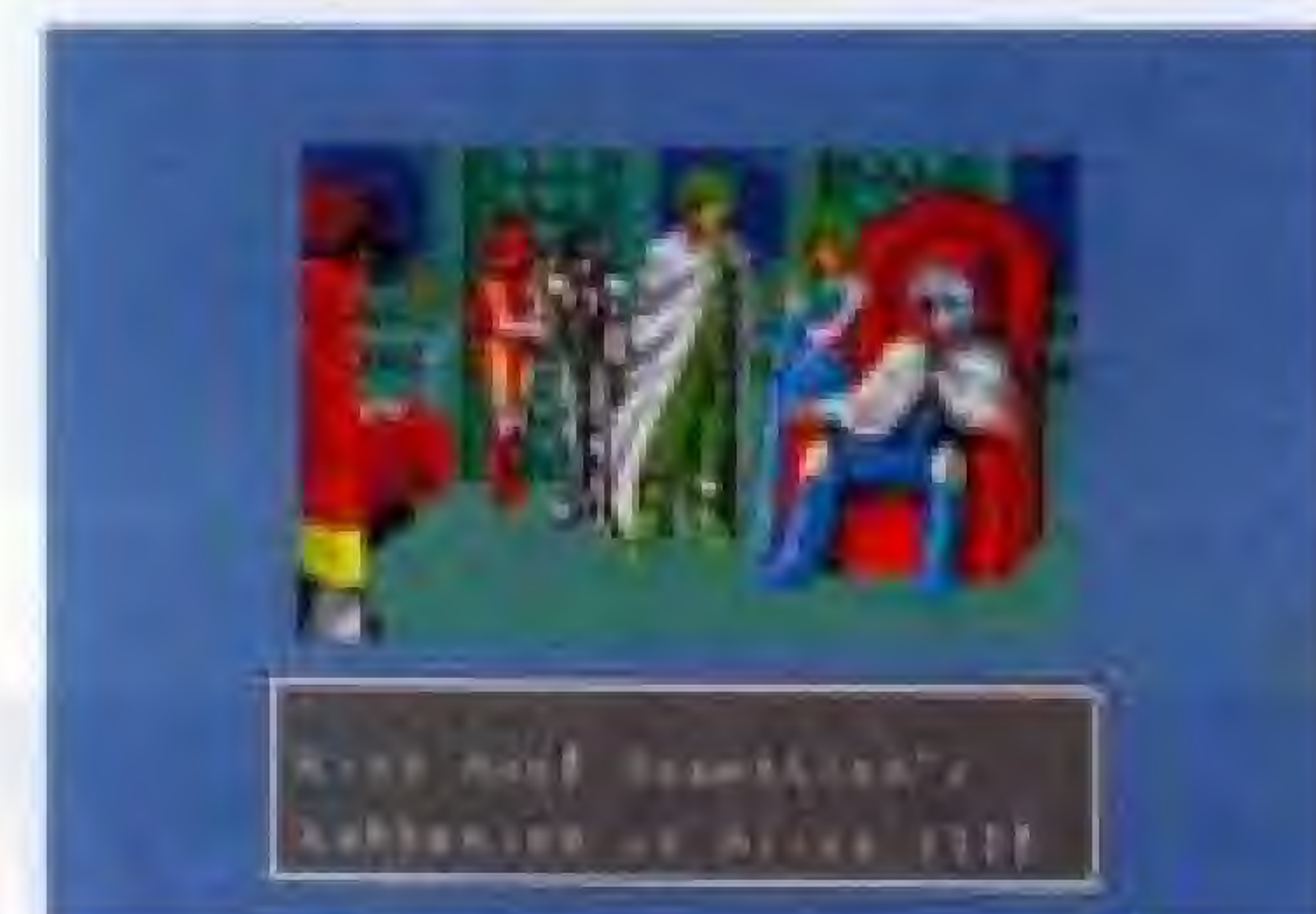
Sean's Adventures

If Ayn marries Thea, Sean is your next character.

The End of Azura

For almost 20 years, Ayn, Thea, and their son Sean have lived in peace on Azura. This life is shattered when a spaceship appears near Azura and begins an attack on the defenseless moon.

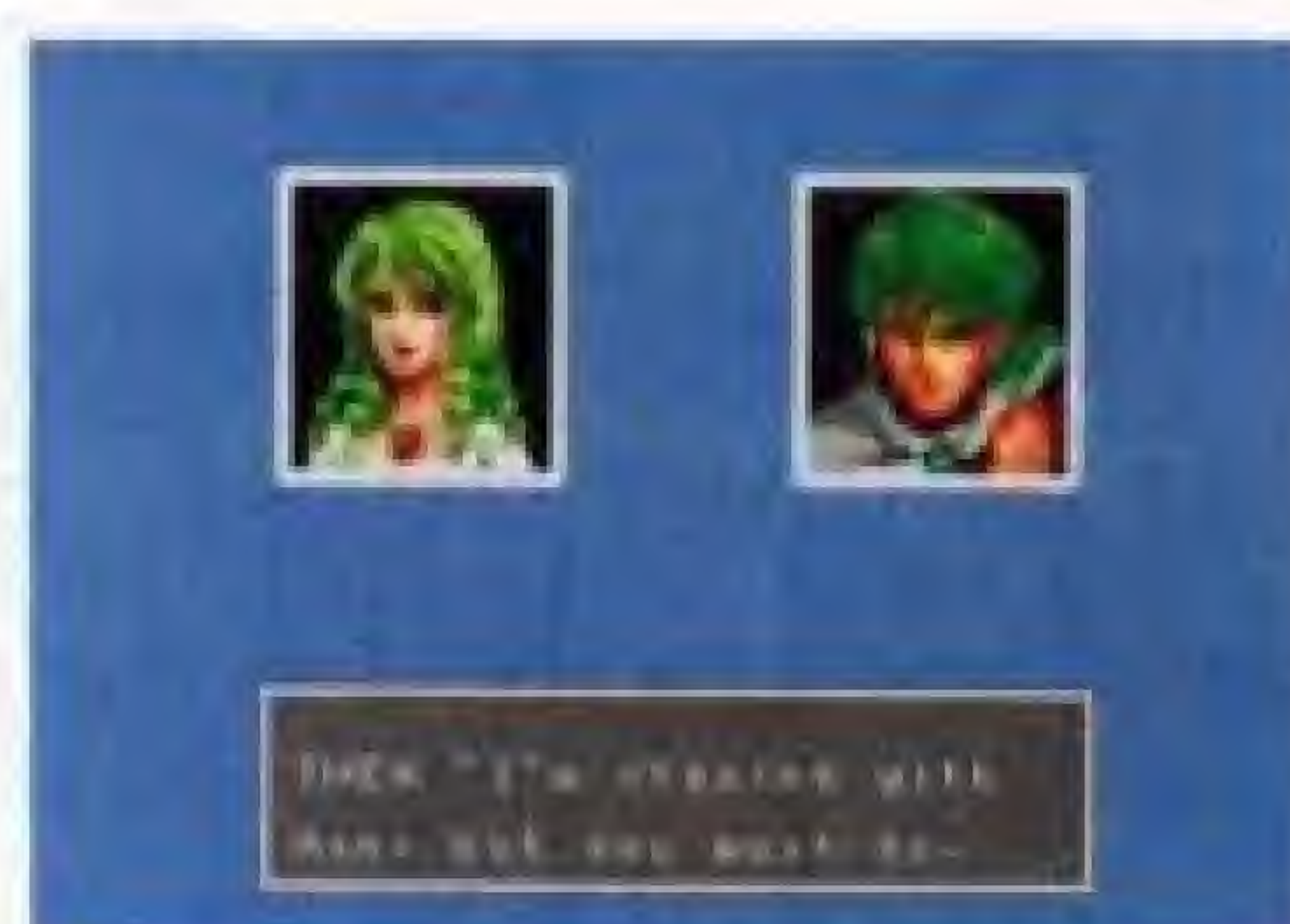
As Azura begins to break up, Ayn orders Sean to take the shuttle down to Landen and find out who's responsible for this attack. Mieu and Wren accompany Sean.



Δ An attack on Azura!



Δ Ayn is staying until the end.



Δ Thea bids Sean farewell.



Δ Mieu, Wren, and Sean board the shuttle.

This is Landen?

On the way down to Alisa III, the shuttle malfunctions and crashes into Aridia. Sean must get to Hazatak to rest up and learn what he can. Then it's off to Landen to see if Queen Sari knows who is behind the attack on Azura. Once he finds out who is responsible, then Sean can think about avenging his parents' deaths.



Δ Not a textbook landing.



Δ Head to Landen.

Is Lune Responsible?



Δ Sari has information for you.



Δ Your quest begins.

Sari and the people of Landen think that Lune is behind the attack on Azura. Supposedly he's returned from a 1,000-year-long absence and is resuming the war between Orakians and Layans.

To solve this mystery, you need to find Lune. First go to Elysium to find the sub parts for Wren, then head to Aridia. There you can explore the underwater channel near Hazatak and search for Laya's Treasure.

From this point on, refer to Crys's adventures, starting at the middle of page 91, for information about the places Sean will visit.

The Final Battle

The ultimate enemy in *Phantasy Star III* is Dark Force. The third-generation characters face him at the end of their adventures. Only through careful planning and skillful fighting can you defeat Dark Force.

Yes, this is the same Dark Force that you defeated in *Phantasy Star II*, if you played that game. You have not yet learned how to destroy Dark Force permanently; the best you can hope to do is banish it from your world for 1,000 years.

*** Big Hint:** Have everyone attack Dark Force's left hand (the one to your right) until it no longer functions!

Your Main Character



Δ The same applies to Aron, Crys, and Sean.

Whichever third-generation character you play, he must have the Nei Sword to defeat Dark Force. He should also have planar armor (from Mystoke), a laconia helm (find this), and royal boots (Rysel).

Mieu



Δ Mieu gets two attacks.

She should have the Nei Claw and the planar claw for weapons. She should wear the laconia ribbon (Skyhaven's dungeon), the royal vest (Mystoke), and force boots (Rysel).

Wren



Δ Wren's all ready.

Wren needs the Nei Shot, of course. He should also have a royal protector (Mystoke) on his body and the royal gear (Lashute's dungeon) on his head.

Gwyn



Δ Gwyn is set to go.

She wields the Nei Bow. Equip her with the royal crown (Skyhaven's dungeon), a royal fiblira (Mystoke), and force boots (Rysel).

Kara



Δ Both versions of Kara should be equipped the same way.

She wields the Nei Slicer and the planar slicer. She should wear a royal bandanna (Endora), a royal robe (Mystoke), and force boots (Rysel).

Laya



Δ Laya's set to avenge her sister!

Her weapon is the Nei Bow. She should wear the royal crown (Skyhaven's dungeon) on her head, a royal fiblira (Mystoke) to protect her body, and force boots (Rysel) on her feet.

More Foes

Your third-generation character will meet many enemies not depicted earlier. Some of them are shown on the following pages; some of them are left for you to discover.

Aridia

Spinner



Killer



Metlstix



Gnasher



Deathfly



Morte



Roboman



Crusher



Warbot



Elysium

Twistbot



Mazrbot

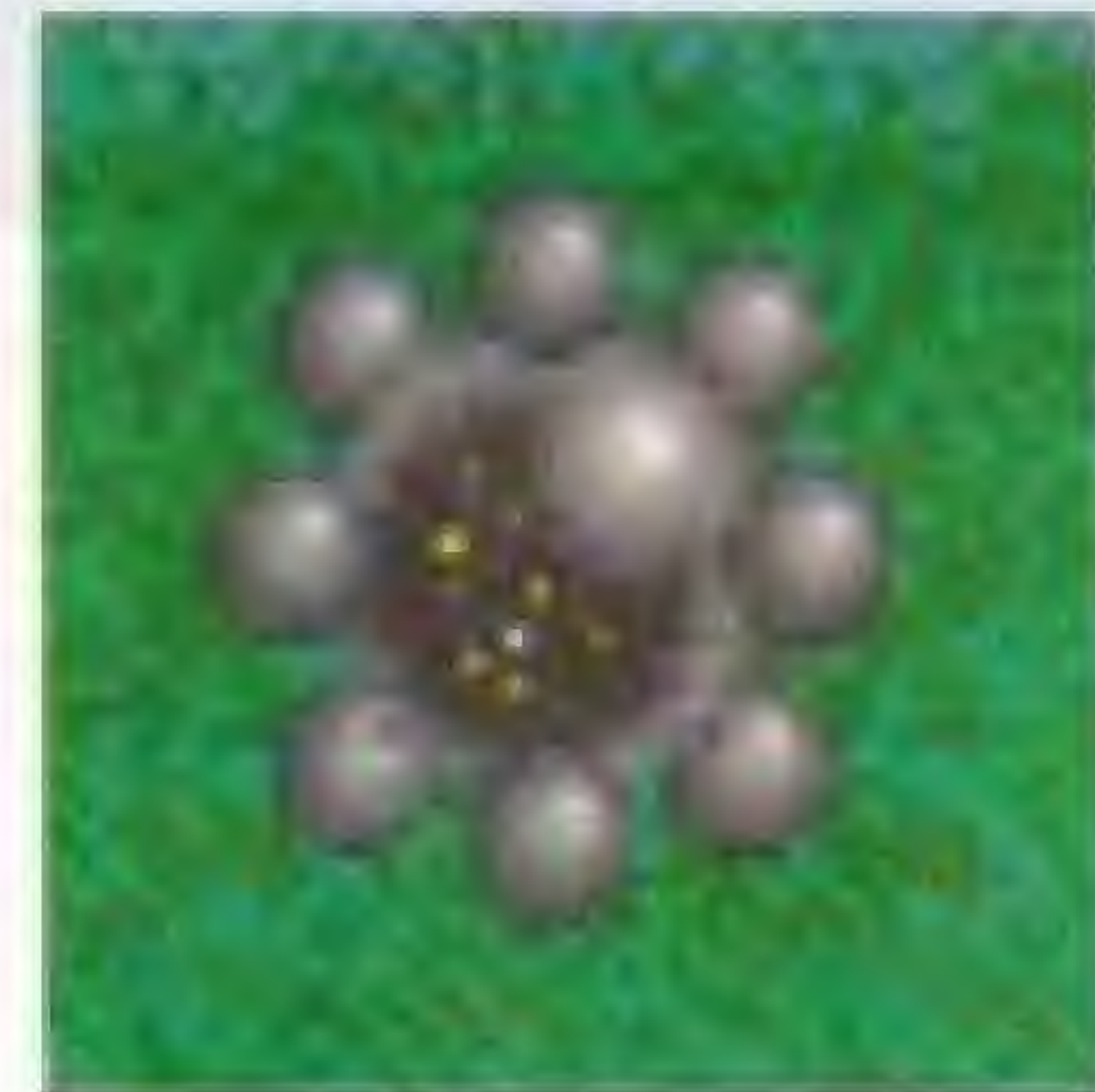


Splatter



Draconia

Twirler



Diremoos



Goldroot



Haunt



Valkyrie



Finis



Wirebot



Mystoke Castle

Rotabot



Swivlbot



Fazrbot



Aquatica

Erinye



Mechman



Orb



Ghost



Murafire



Strobe



Other Foes

The following are primarily creatures you'll encounter in the caverns that connect the worlds of Alisa III. Once you find the Laya Pendant, you probably won't use these connecting caverns, so you may never encounter these monsters.

Nereid



Emir



Kensai



Samurai



Lioness



Maximech

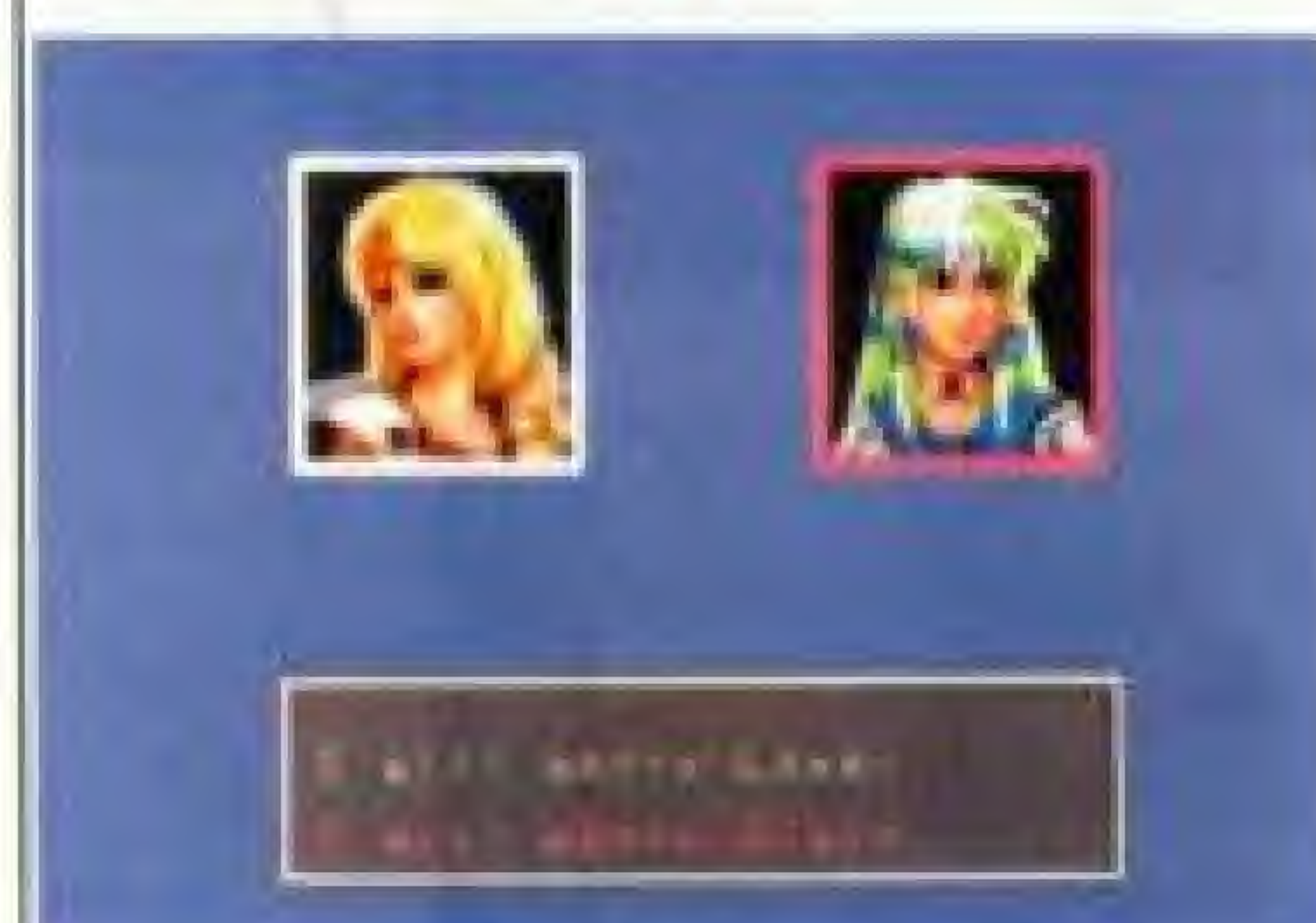


Monster Notes

All told, there are 171 different monsters for you to encounter throughout the worlds of Alisa III and her moons. As your characters increase in power, so do the monsters. Alisa III is a dangerous place--to survive you must be alert at all times.

Which Adventure Should You Play?

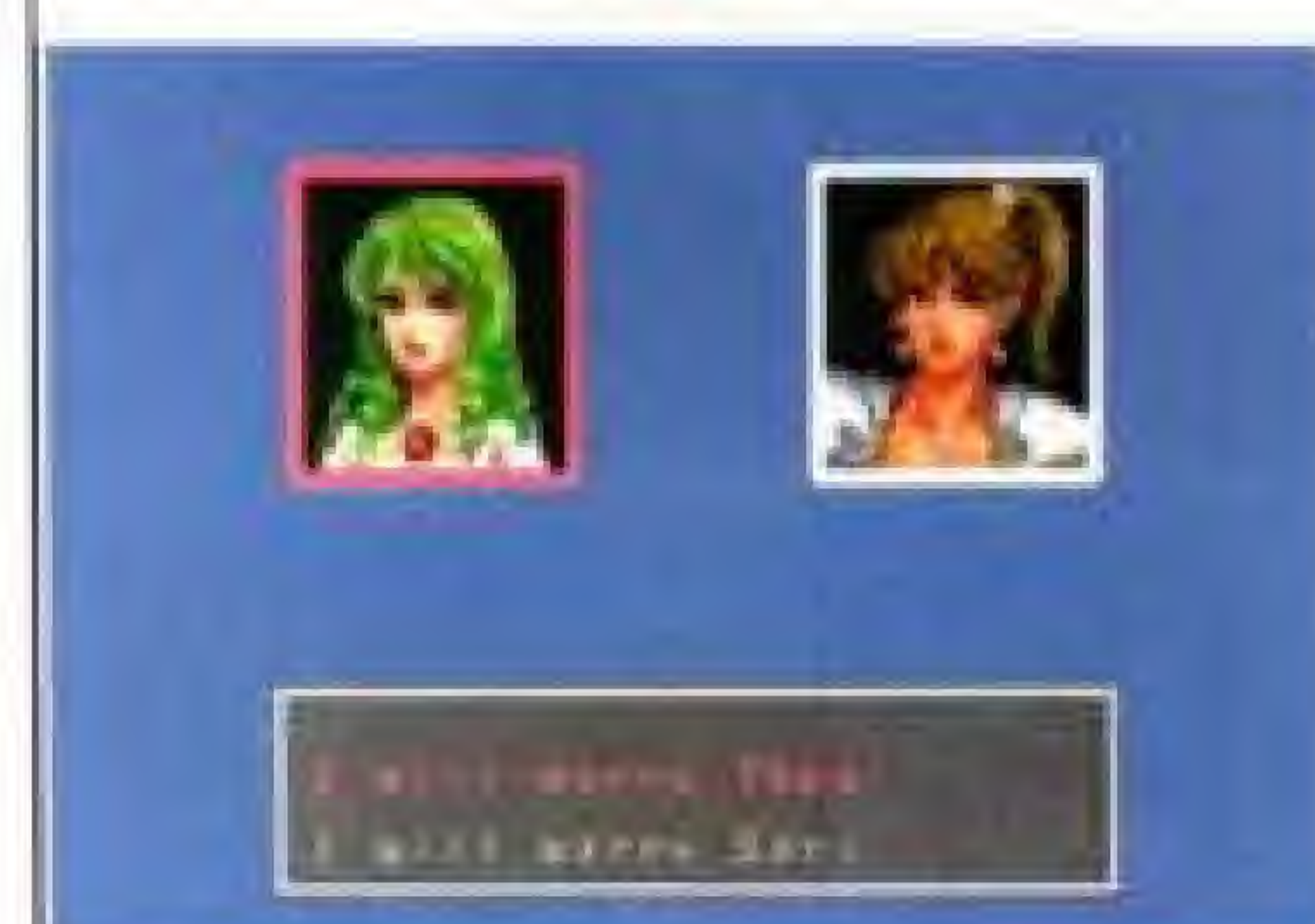
The Shortest Route



Since there are four different characters in the third and final generation, there are four different possible endings to *Phantasy Star III*. While all four third-generation characters experience adventures that are comparably challenging, some of the overall adventure paths are shorter than others.

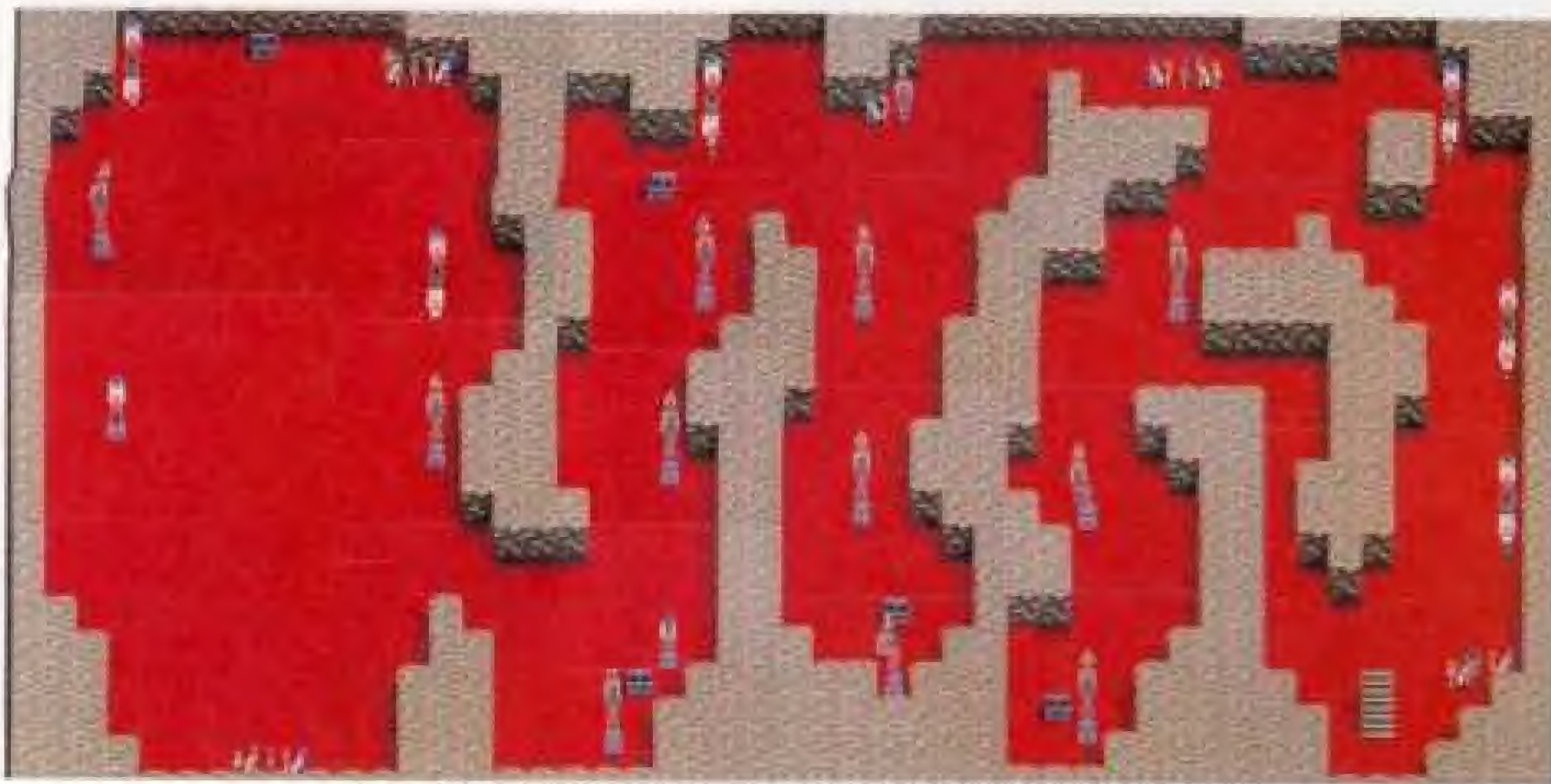
If you want to take the shortest possible route to the finish, have Rhys marry Lena at the end of his adventures. Then your second character is Nial. After Nial's quest ends, have him marry Alair to give Aron as your final character.

The Longest Route



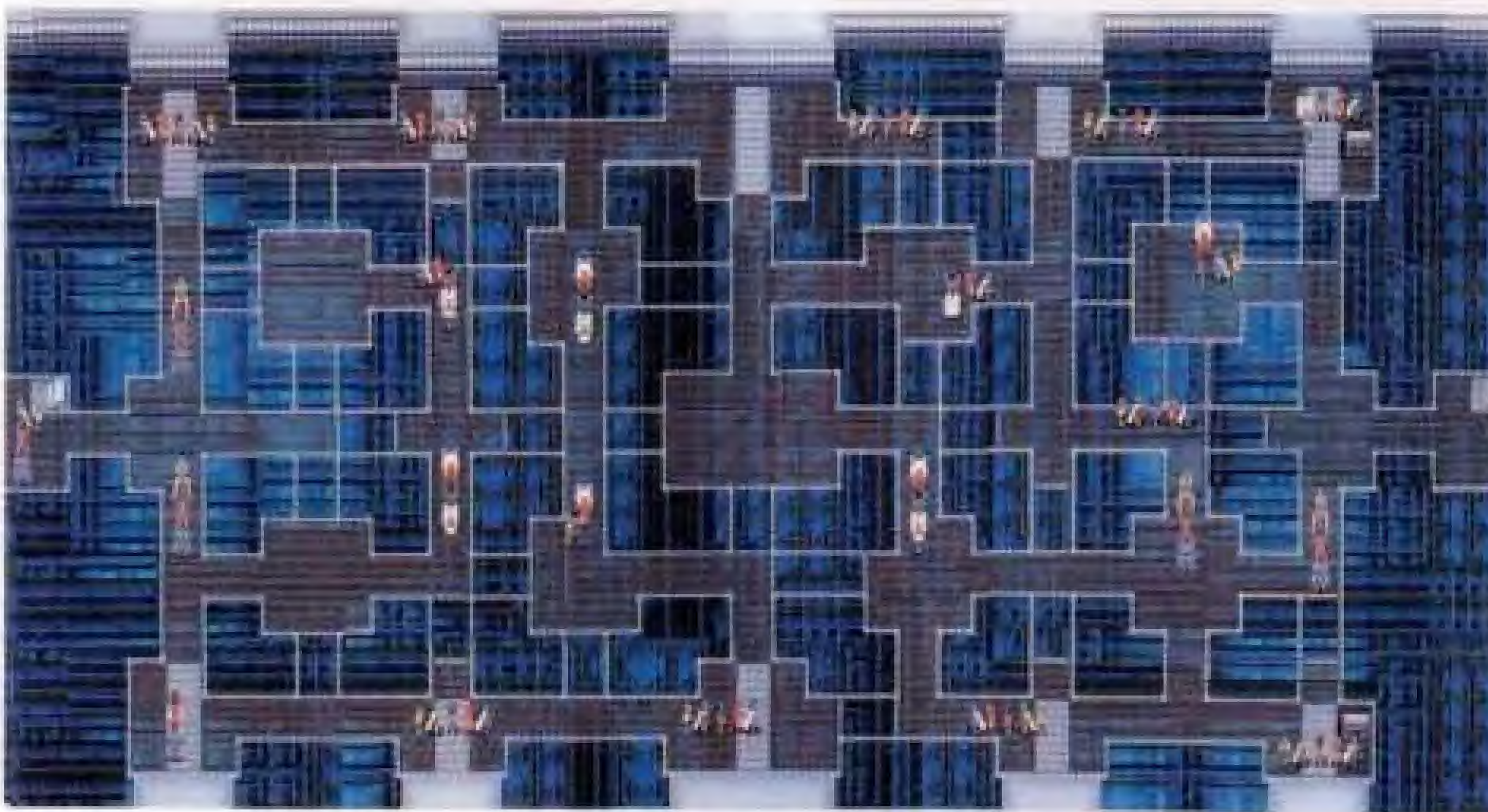
The longest overall game occurs if Rhys marries Maia (making Ayn your second character), and then Ayn marries Thea at the end of his quest (thus Sean is your final character). This sequence covers the most territory in the worlds of *Alisa III*.

Island Cavern



Look for:
The Sapphire

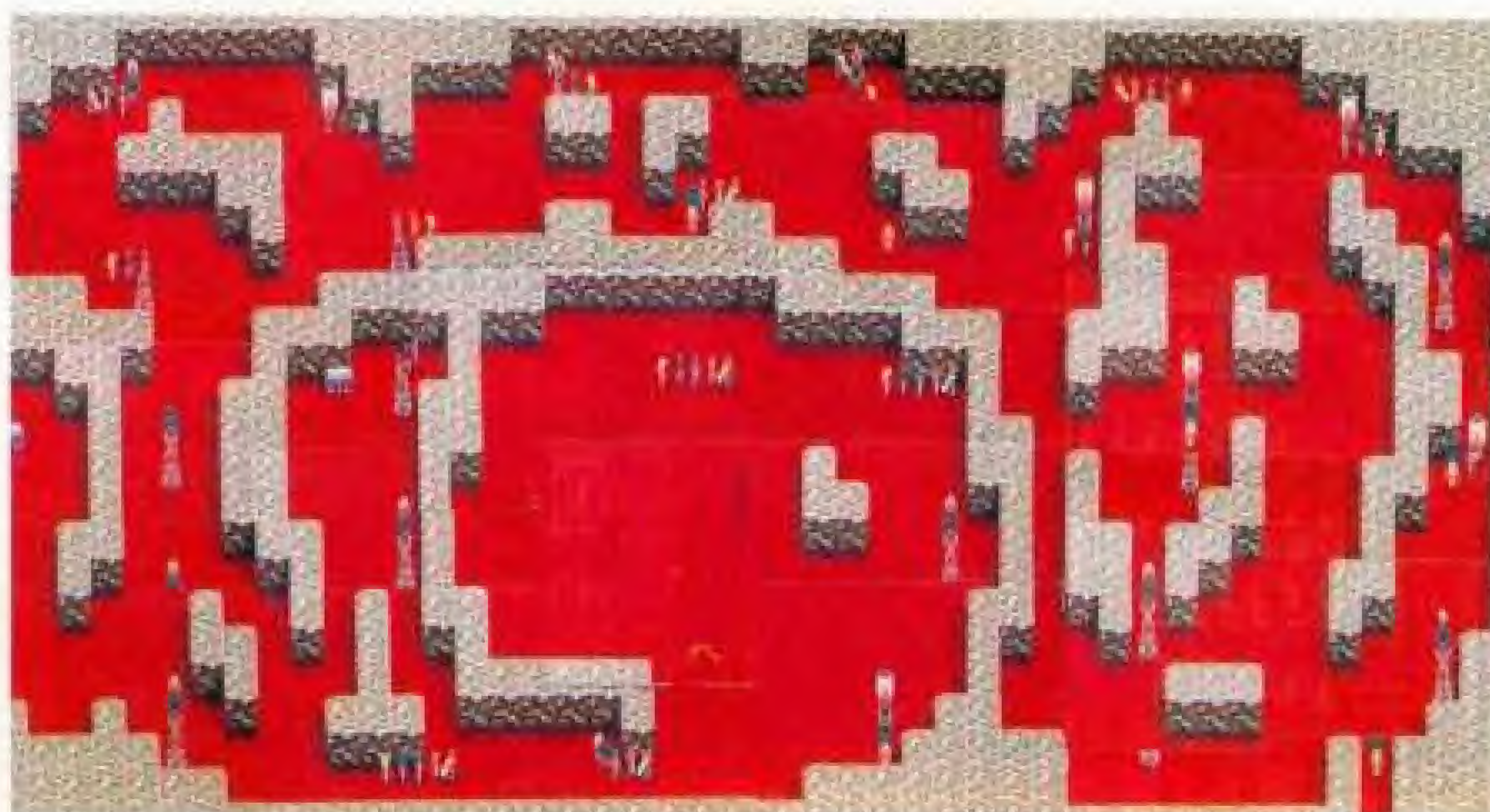
Landen-Aquatica Cavern



Aquatica-Aridia Cavern

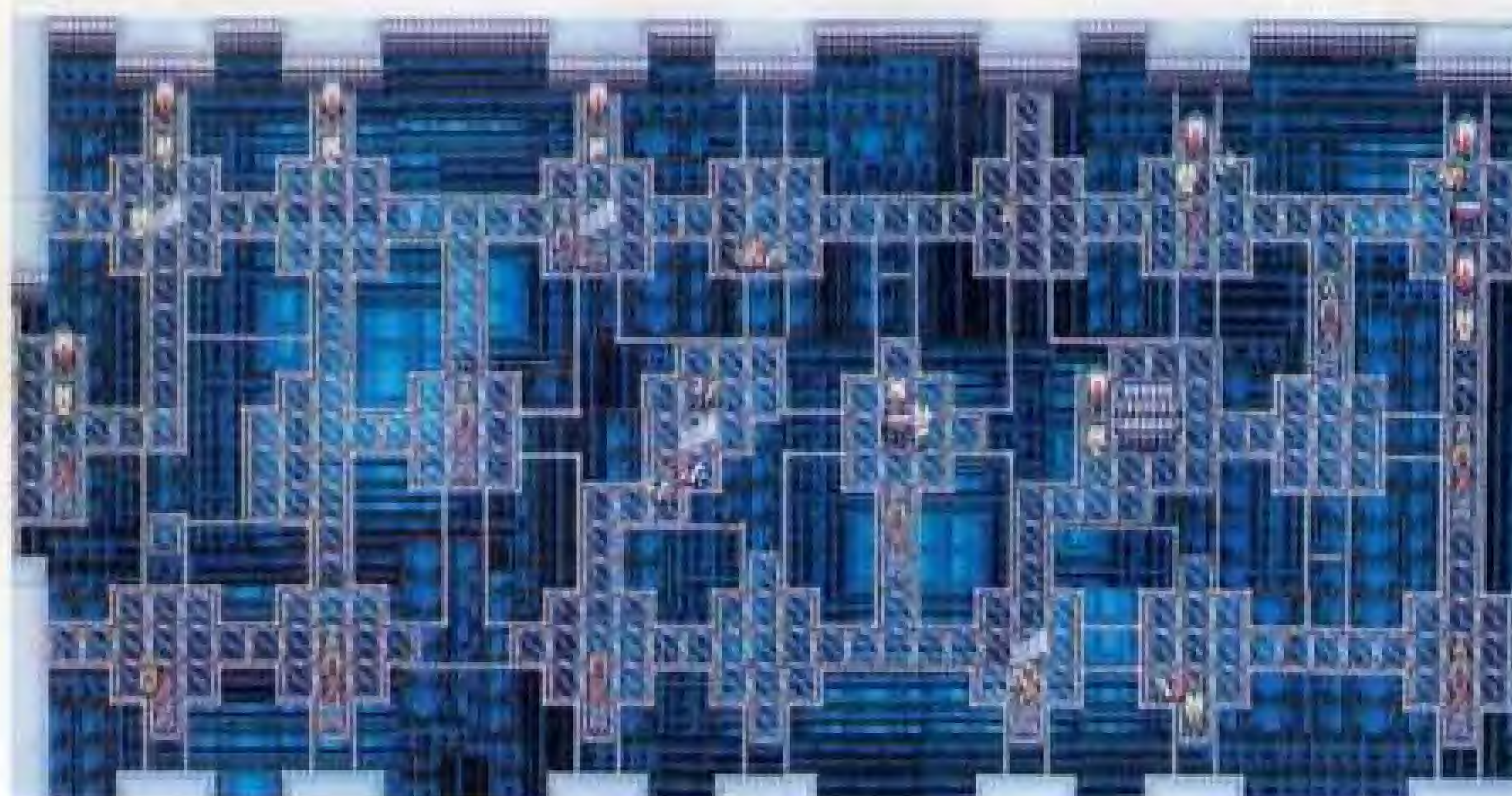


Wren's Cavern



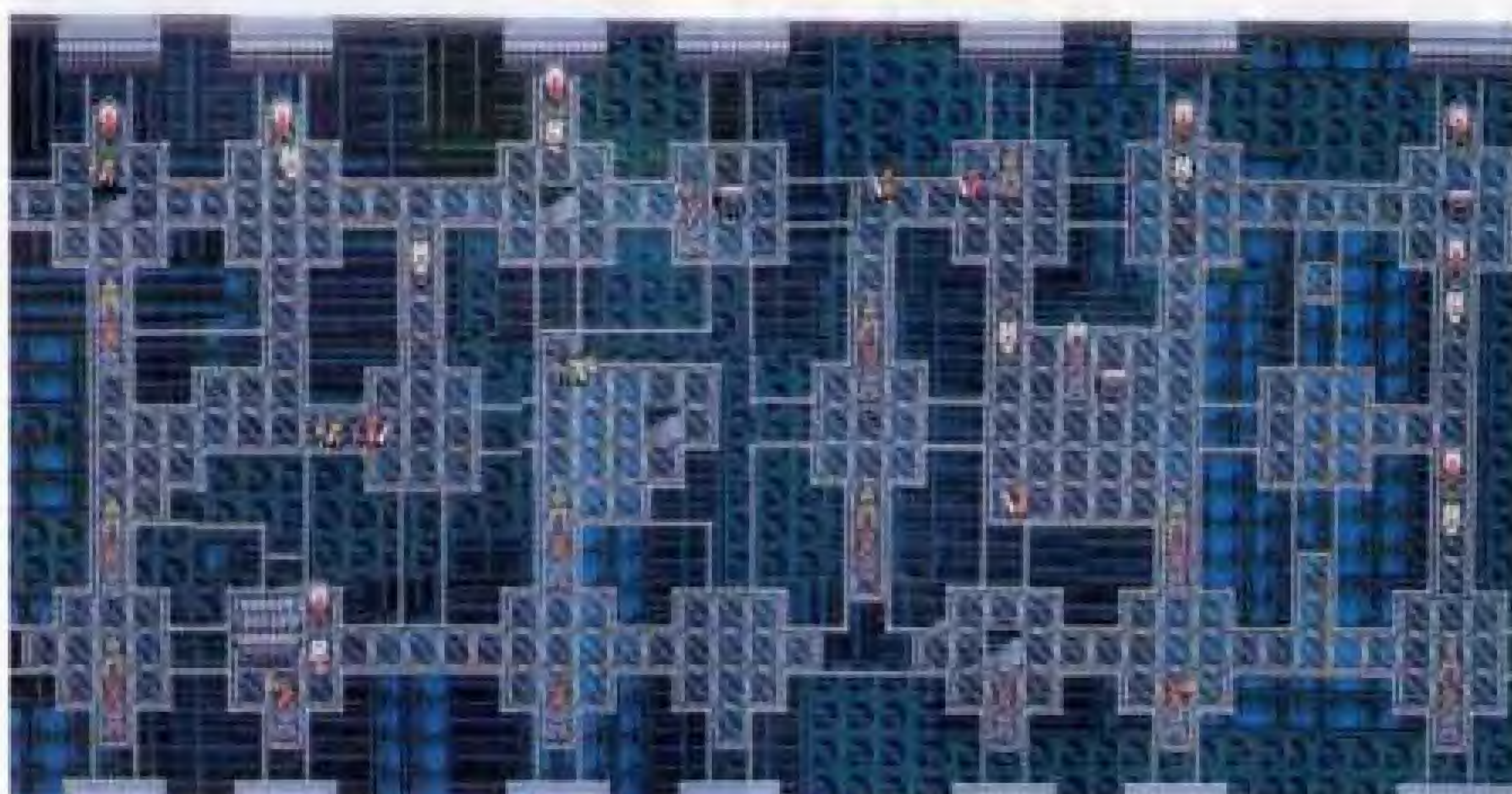
Look for:
Wren

Weather Control Tower - First Level

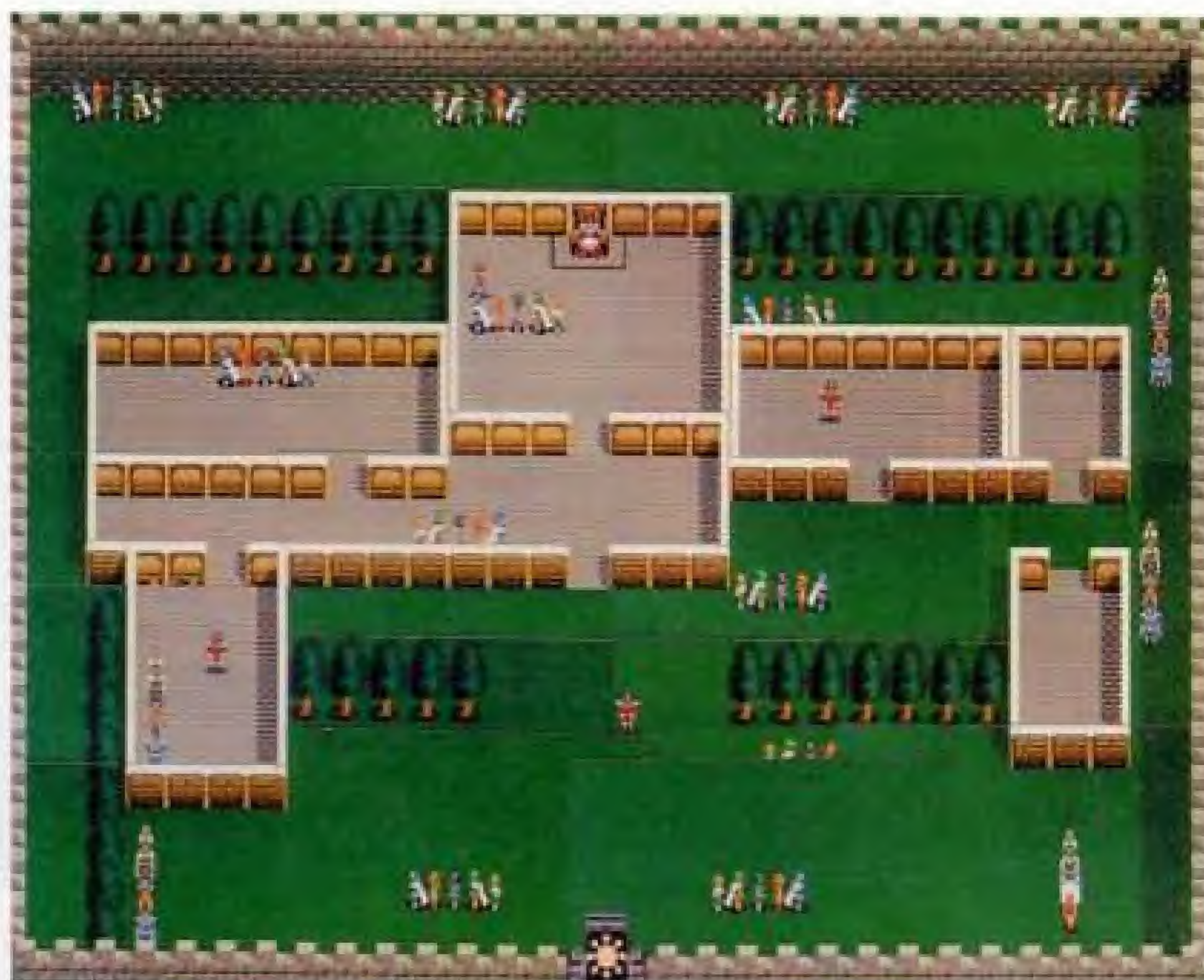


Look for:
Lyle, weather
system controls

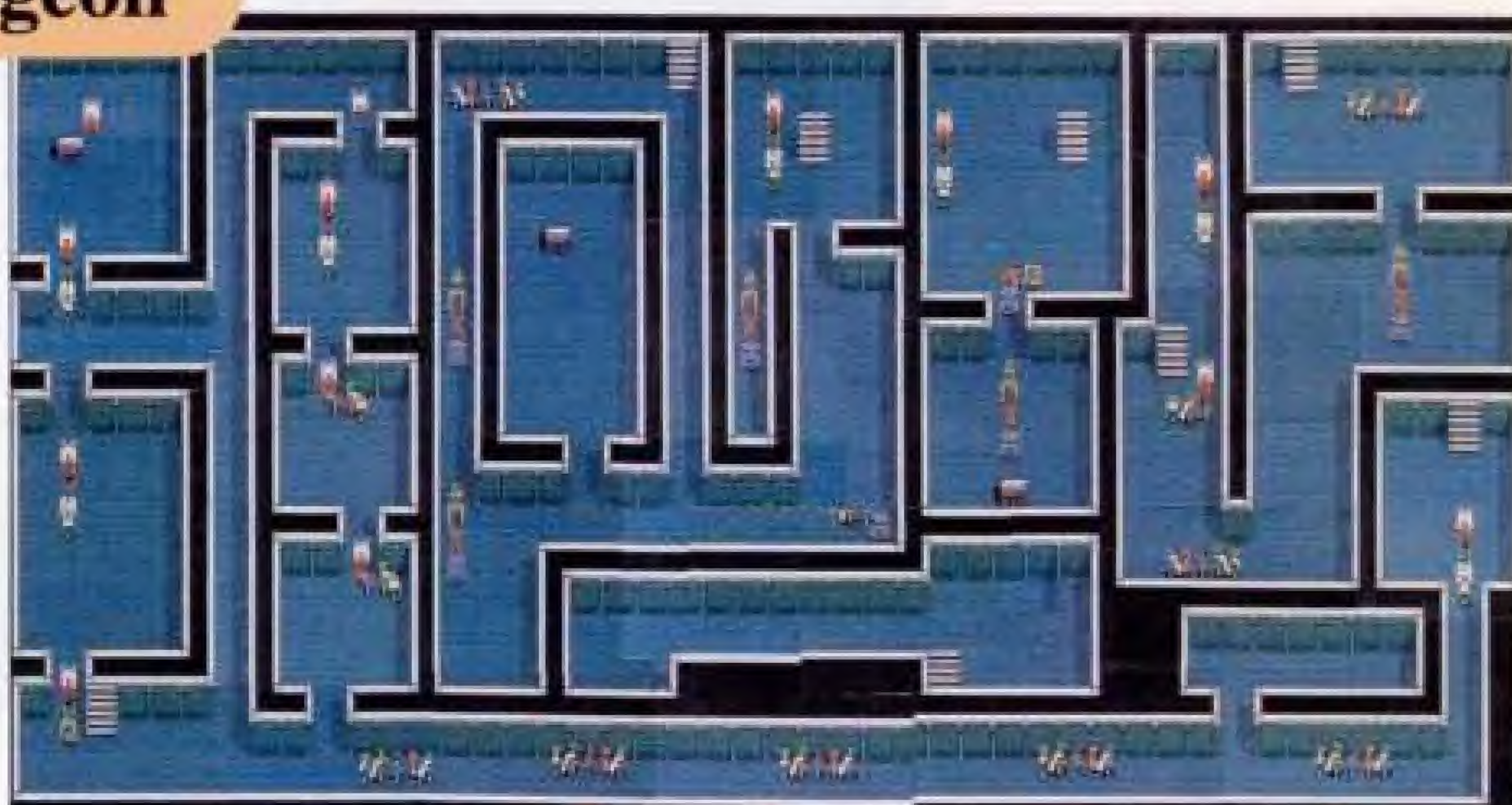
Second Level



Agoe Castle



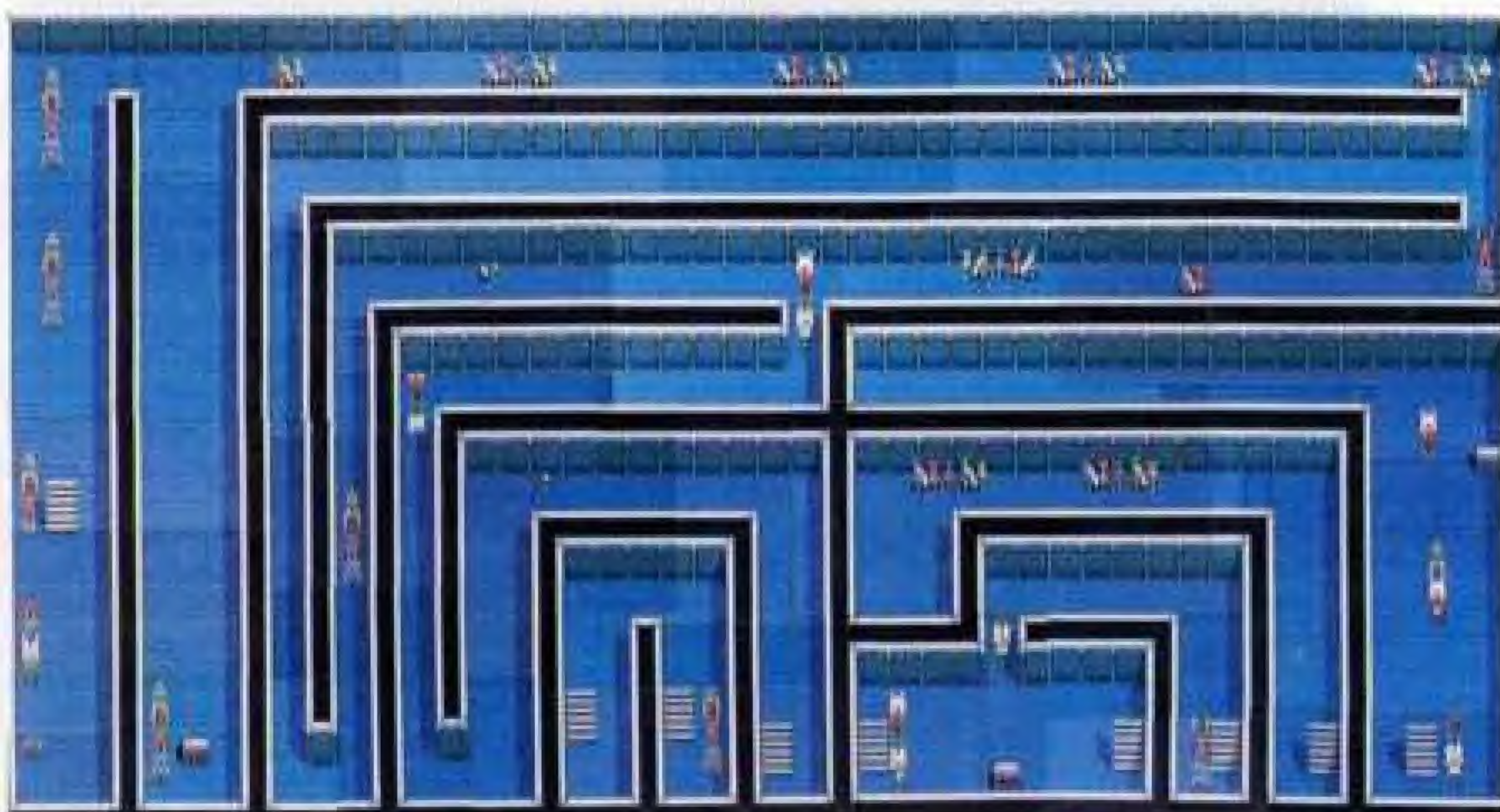
Shusoran Dungeon



Shusoran Castle



Cille Dungeon



Cille Castle



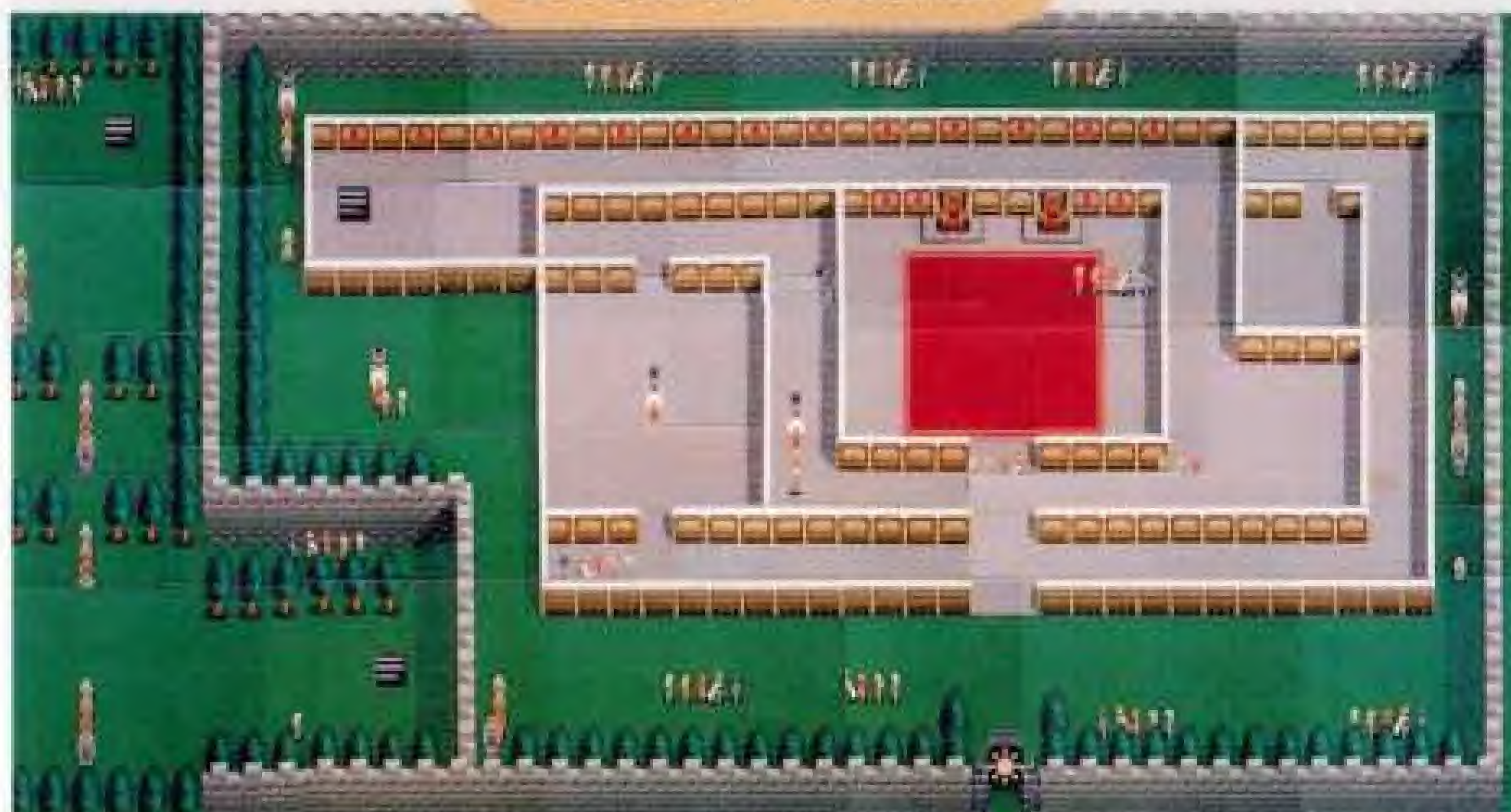
Look for:
The King of Cille

Aridia-Draconia Cavern

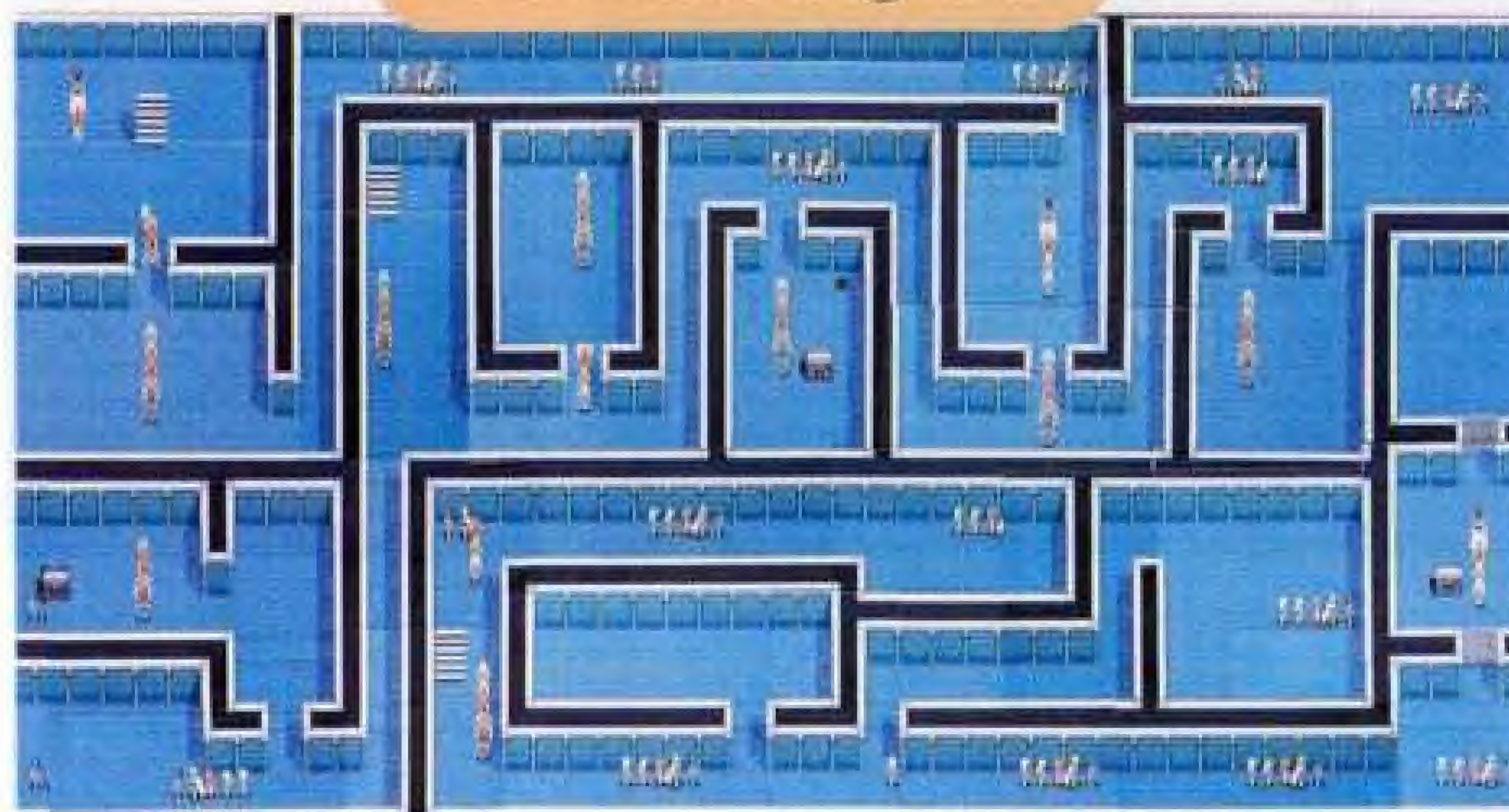


Look for:
Force Ribbon,
Laser Shot

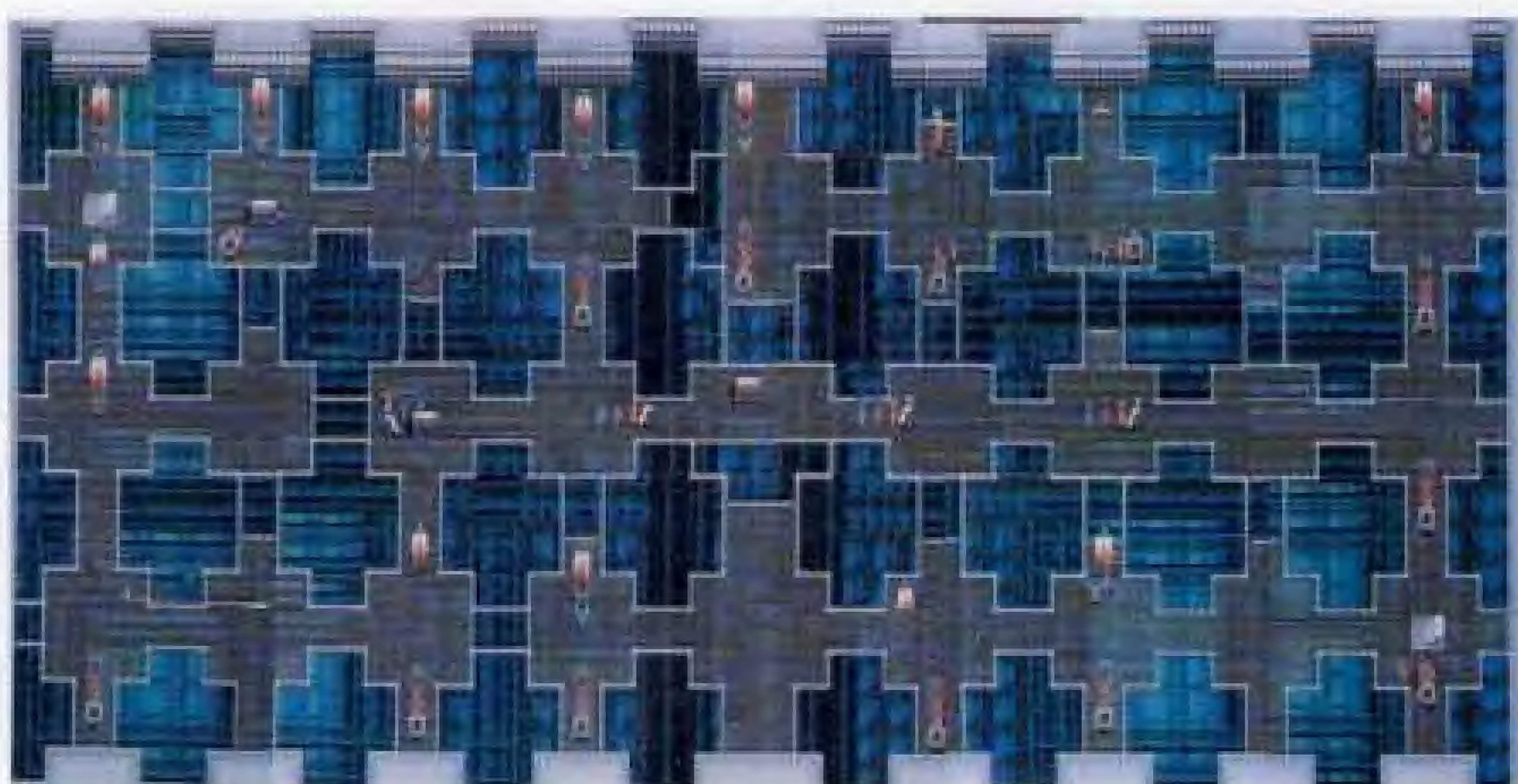
Lensol Castle



Lensol Dungeon



Aridia-Landen Cavern



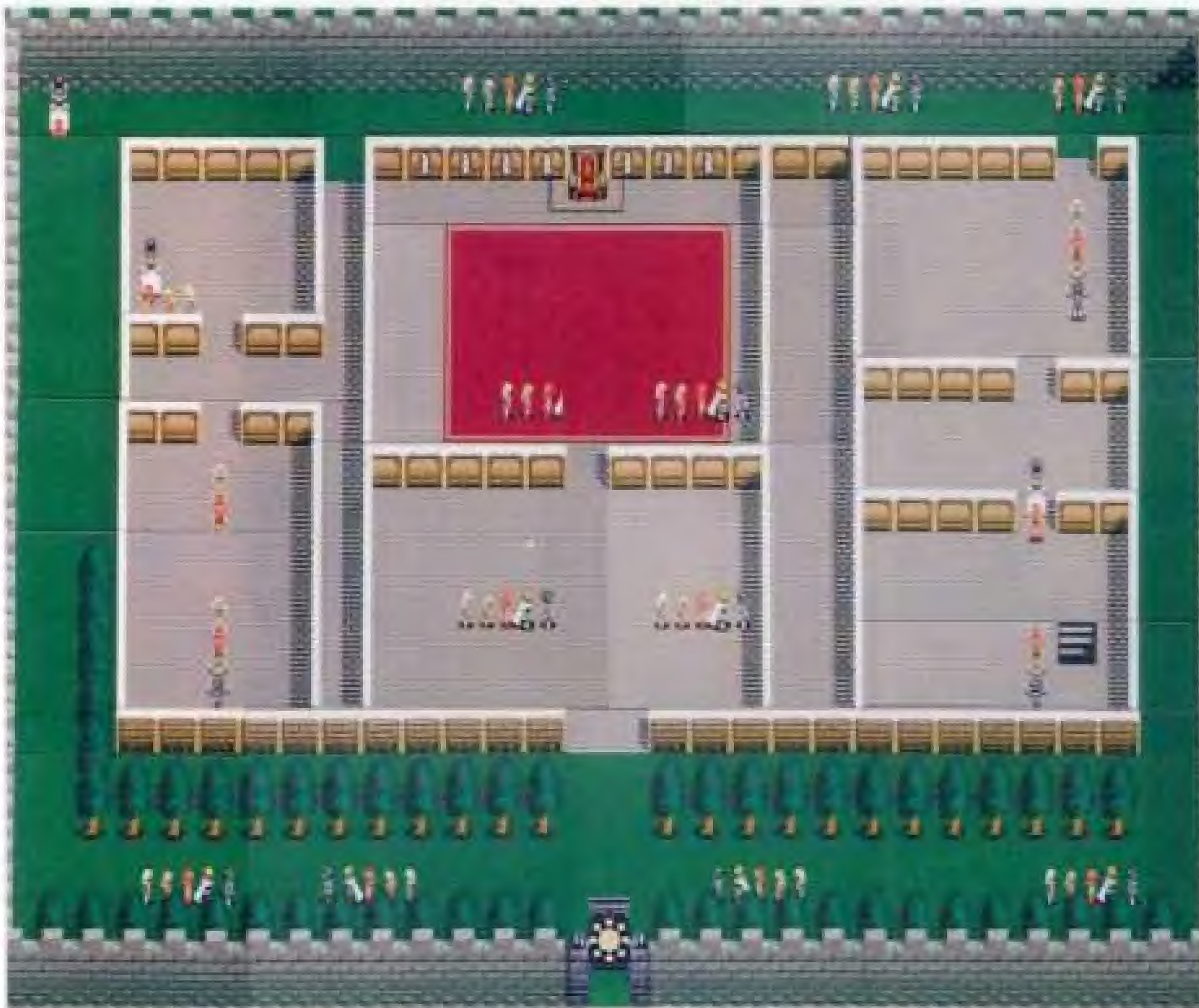
Look for:
Mighty weapons - a sword, a knife, and a claw!

Landen Dungeon



Look for:
Sari

Techna Castle

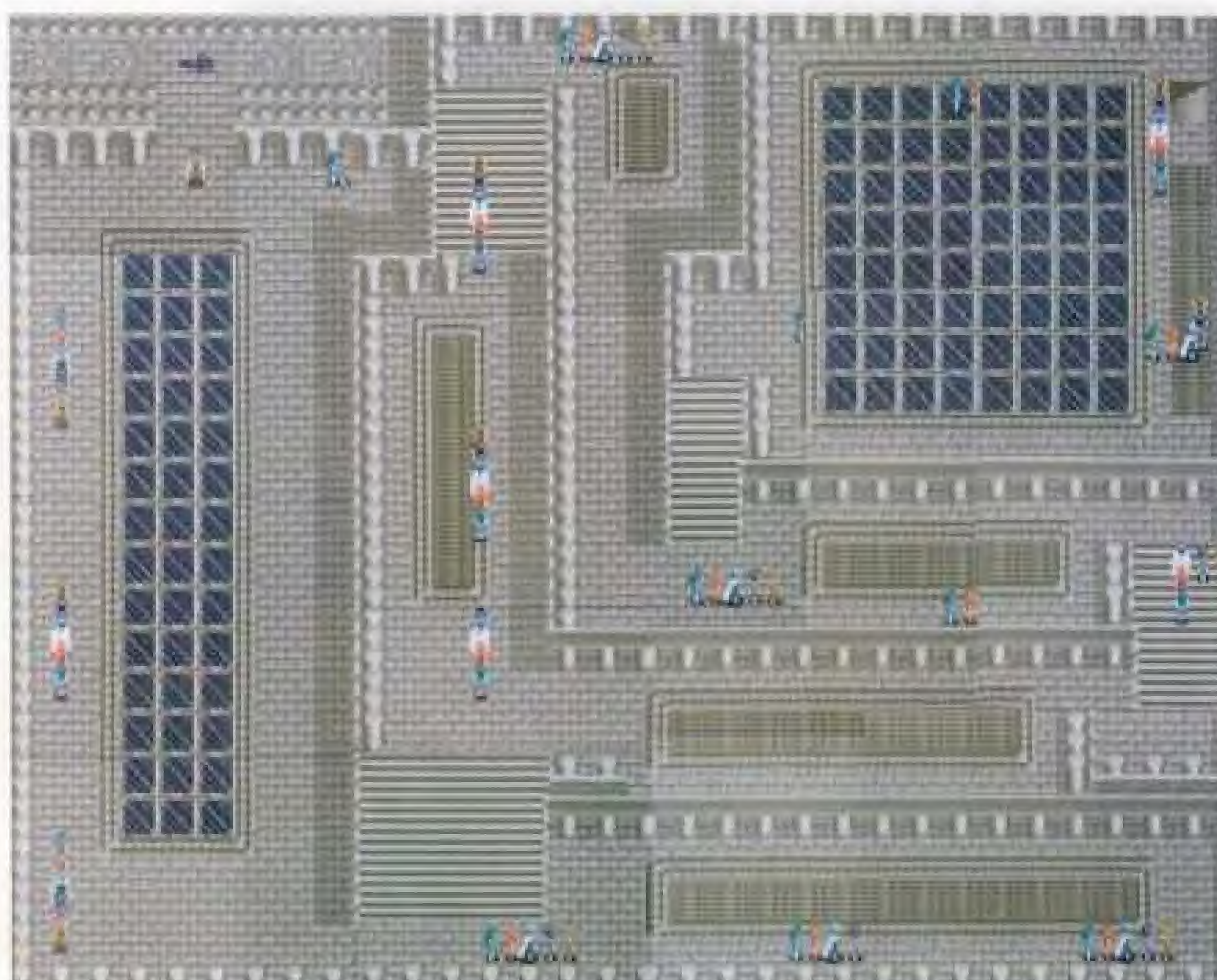


Techna Dungeon

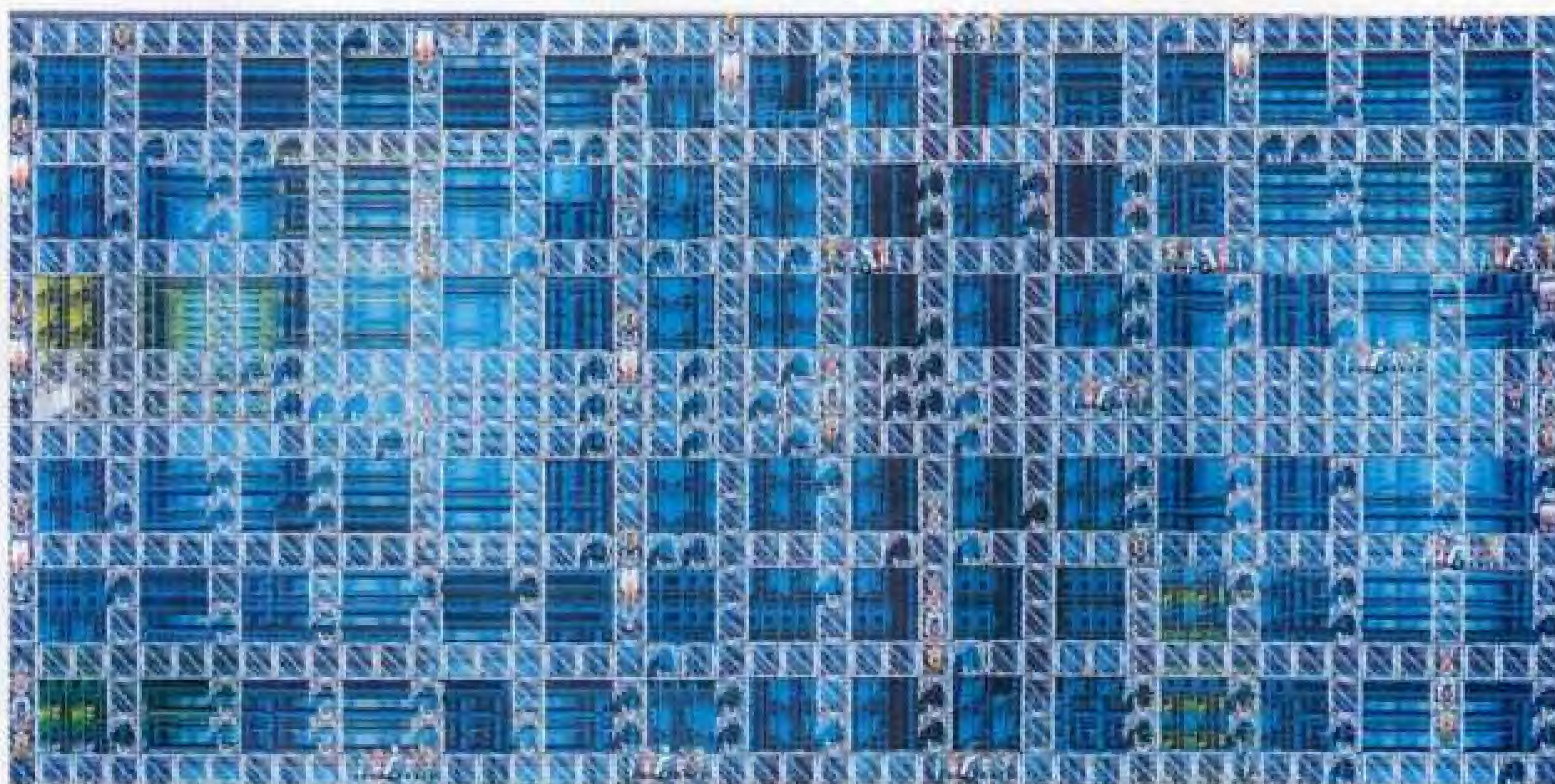


Look for:
The rocket shuttle!

Azura Castle



Azura Dungeon

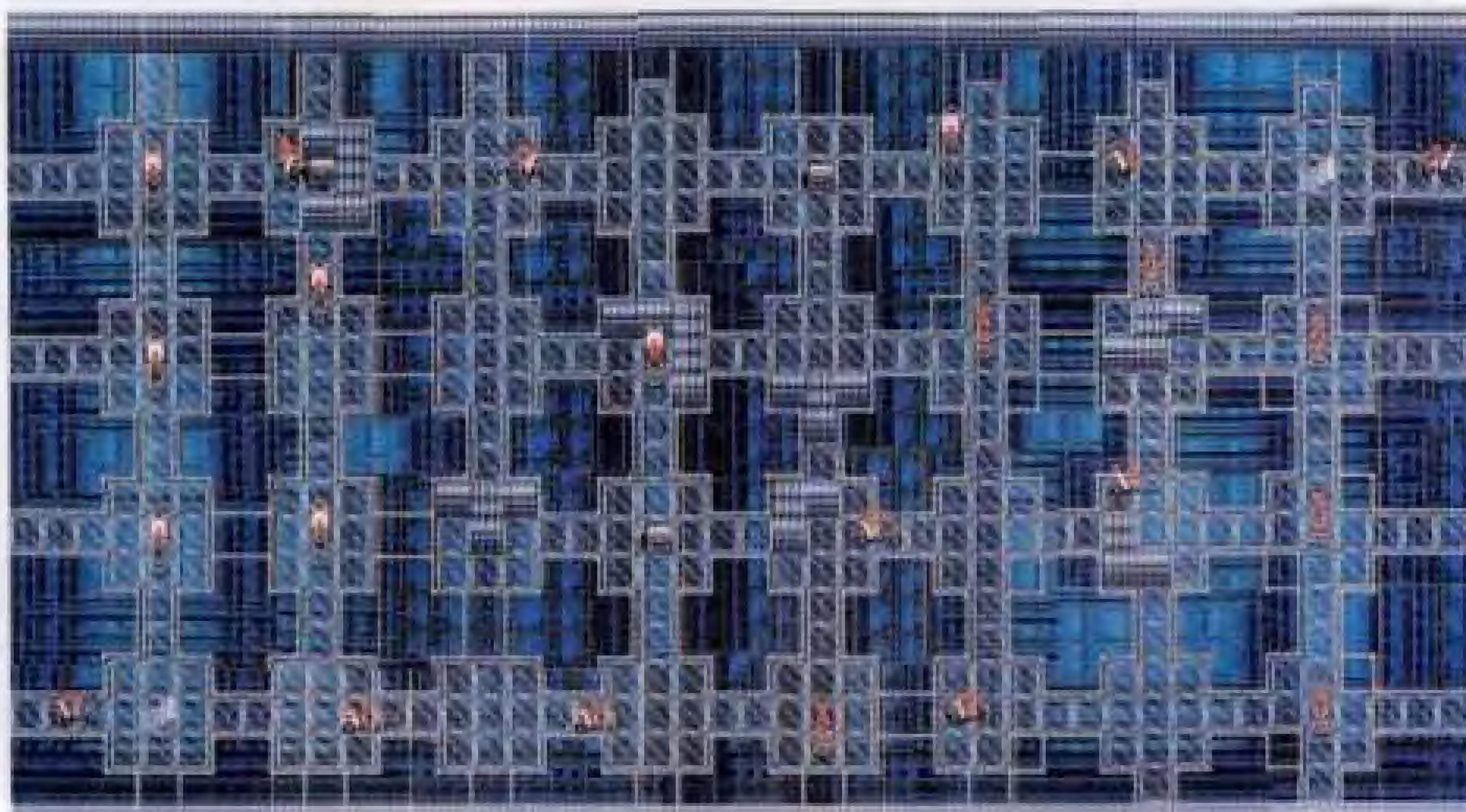


Look for:
A mighty sword and powerful protection

Satera Castle

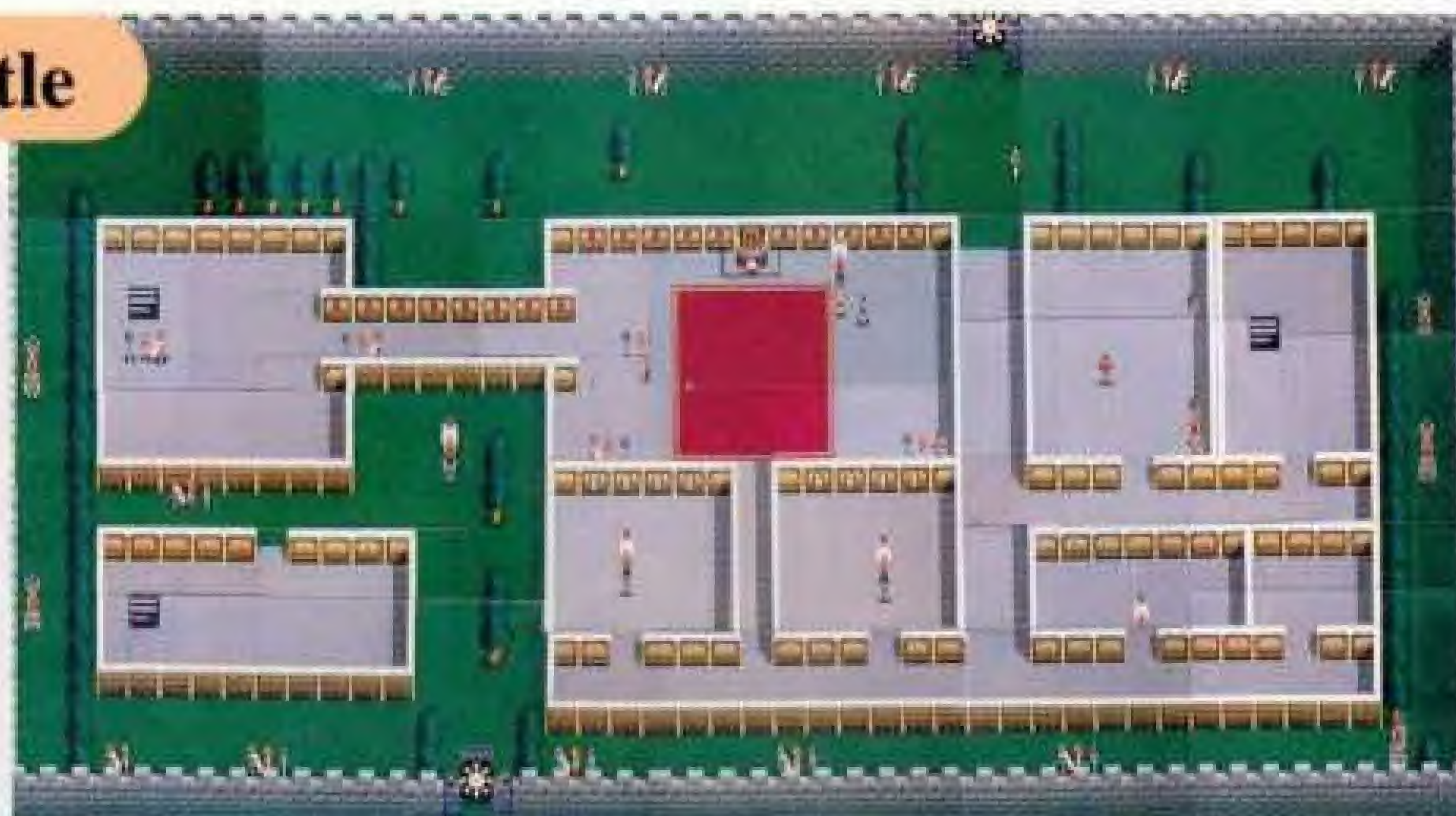


Landen-Elysium Cavern

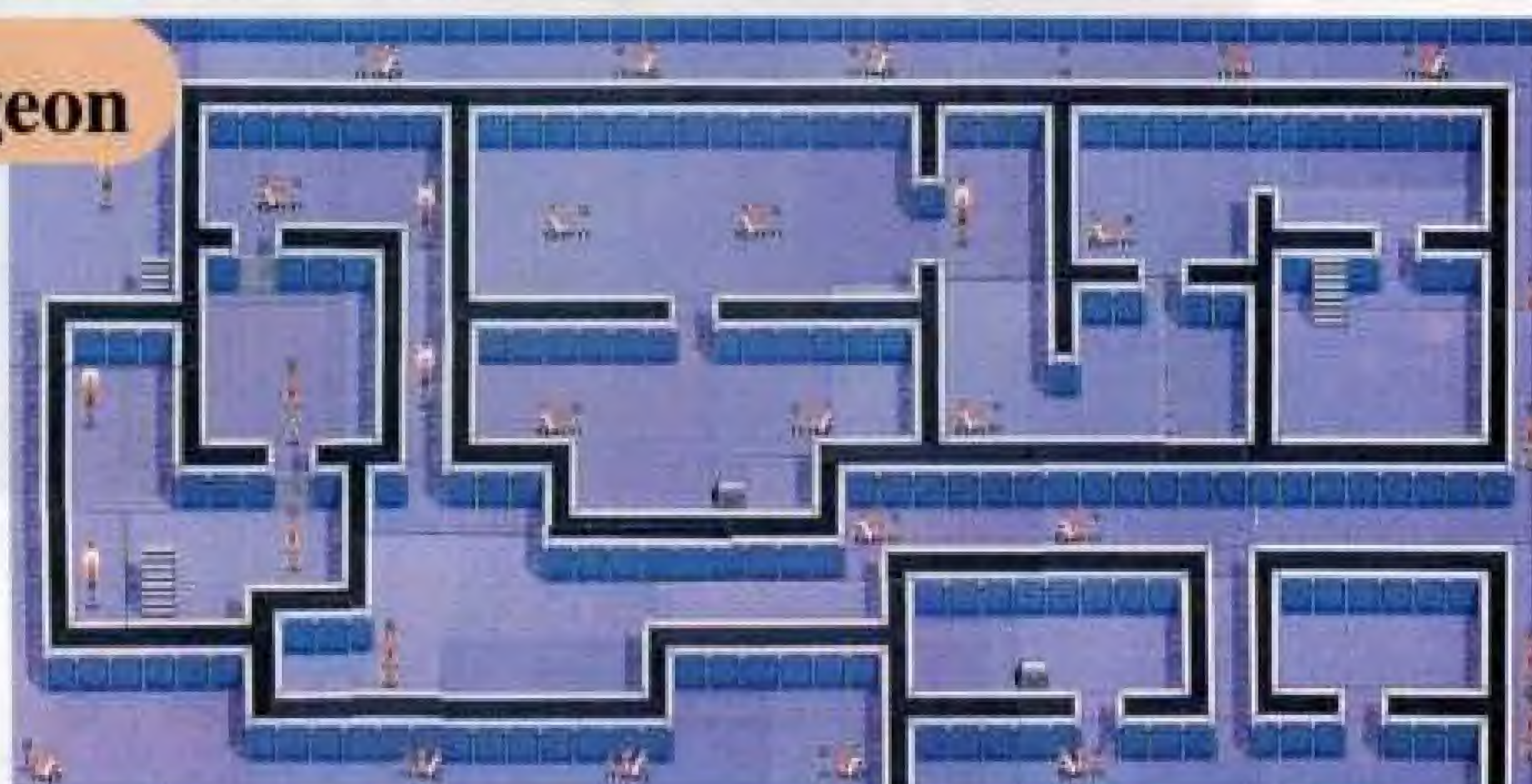


Look for:
Ceramic Shield and Ceramic Ribbon

Divisia Castle



Divisia Dungeon



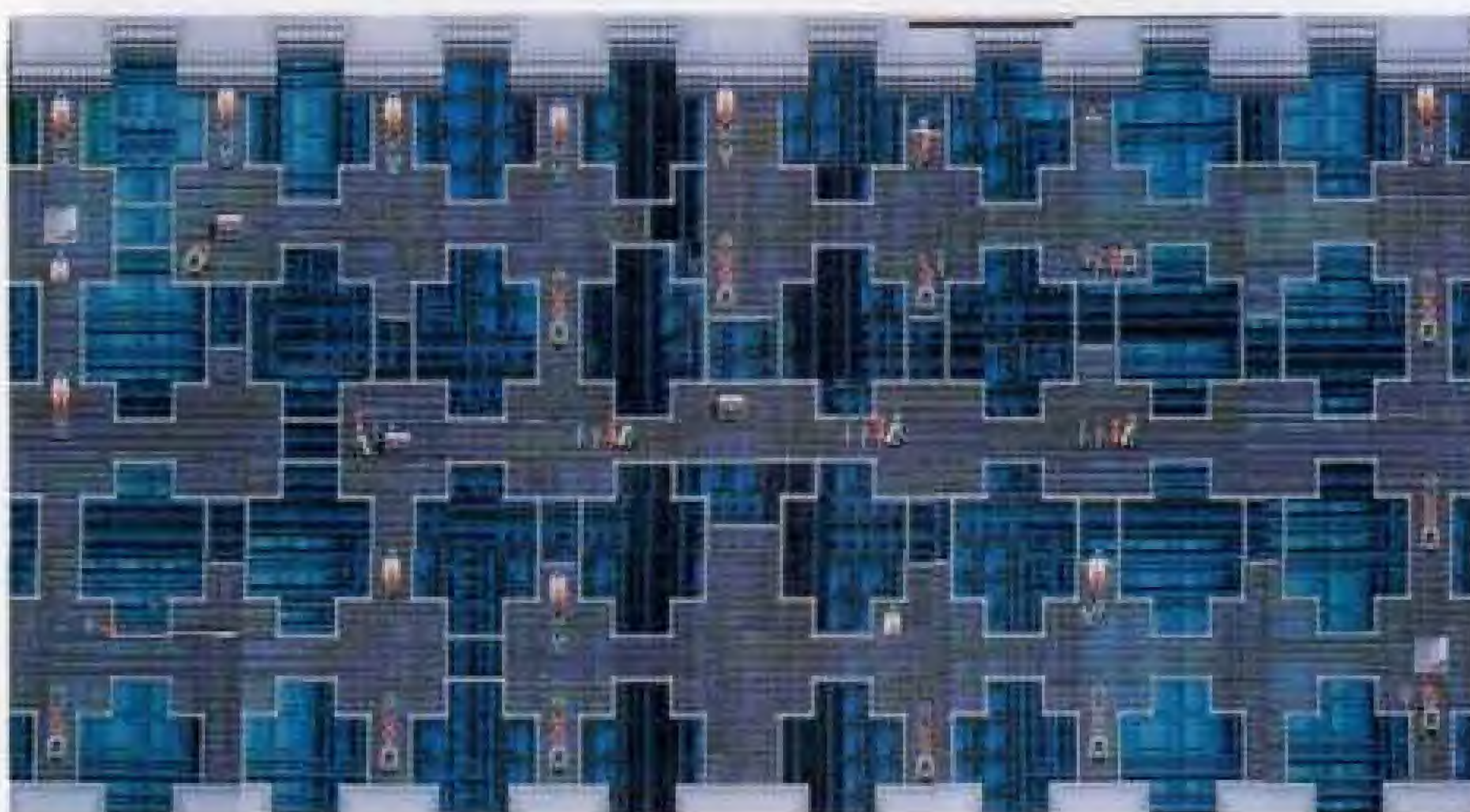
The Lost Cavern



Look for:

Sub Parts, Ceramic Gear, Hunting Bandanna,
Laser Sword, Force Helm, Laser Claw

Landen-Aridia Cavern



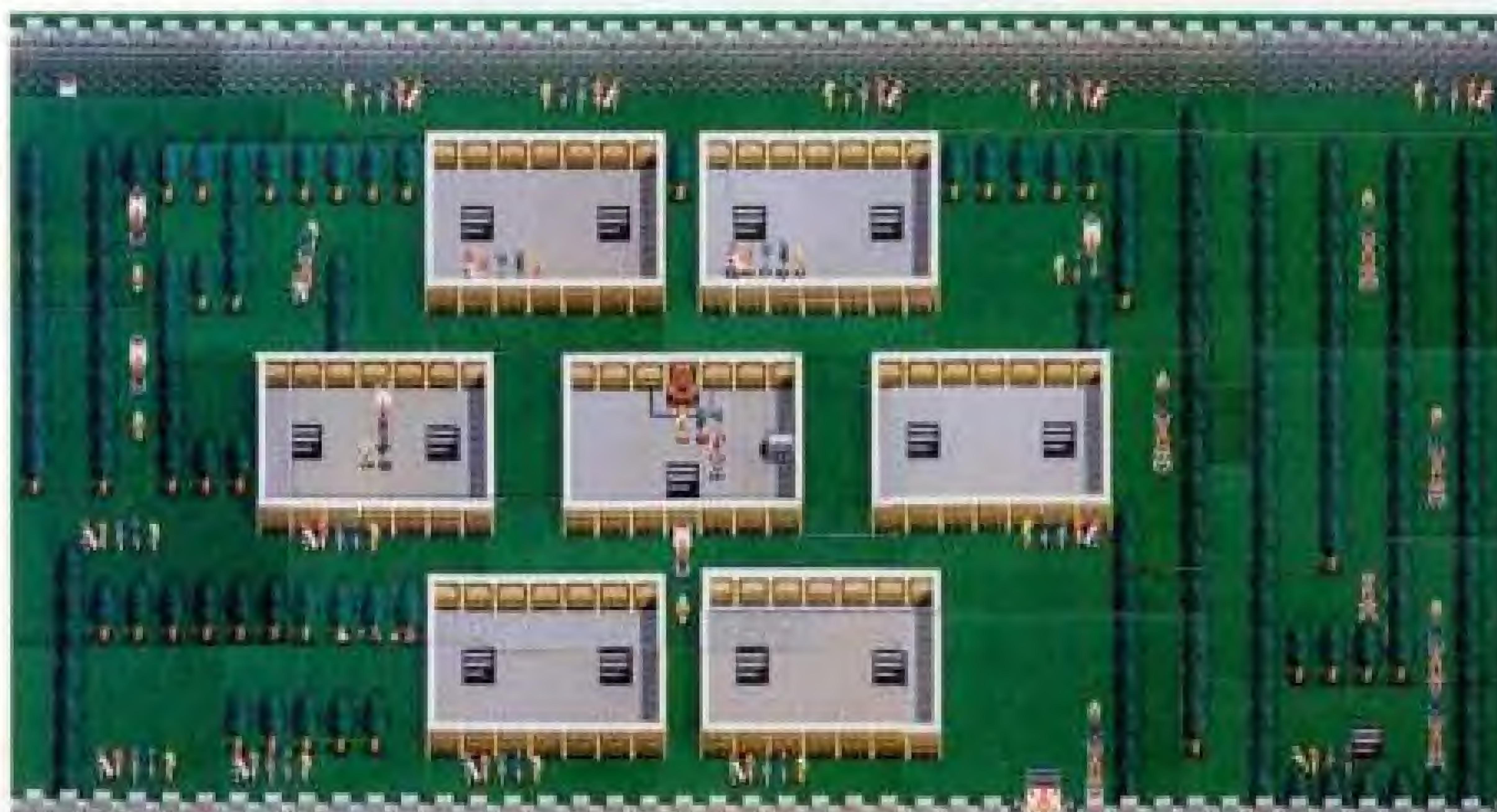
Look for:
Mighty weapons - a sword, a knife, and a claw!

Aridia-Frigidia Cavern



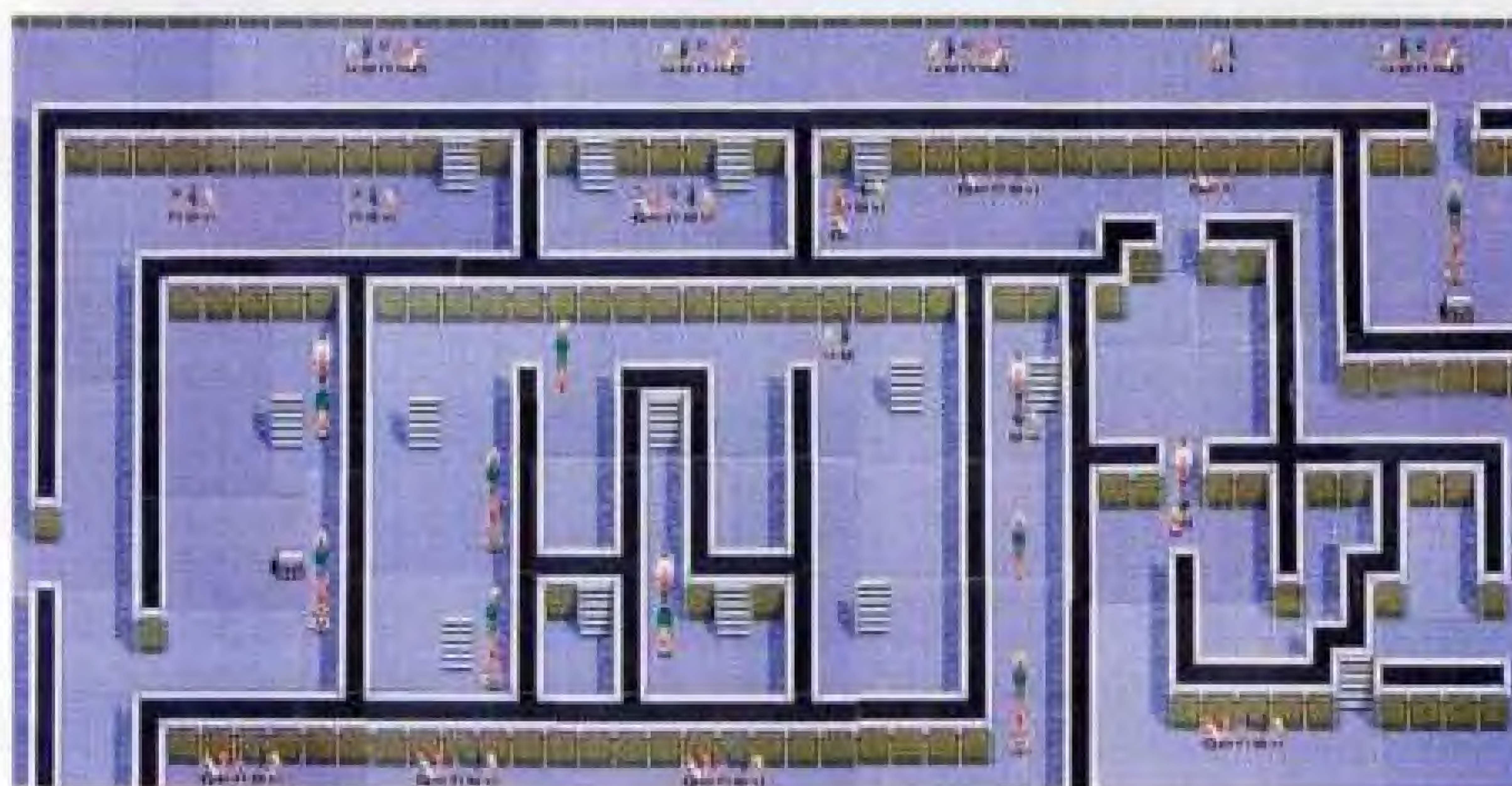
Look for:
Force Staff, Ceramic Bow,
Laser Sword, Ceramic Crown

Mystoke Castle



Look for
Laya's Pendant

Mystoke Dungeon



Aerone Dungeon

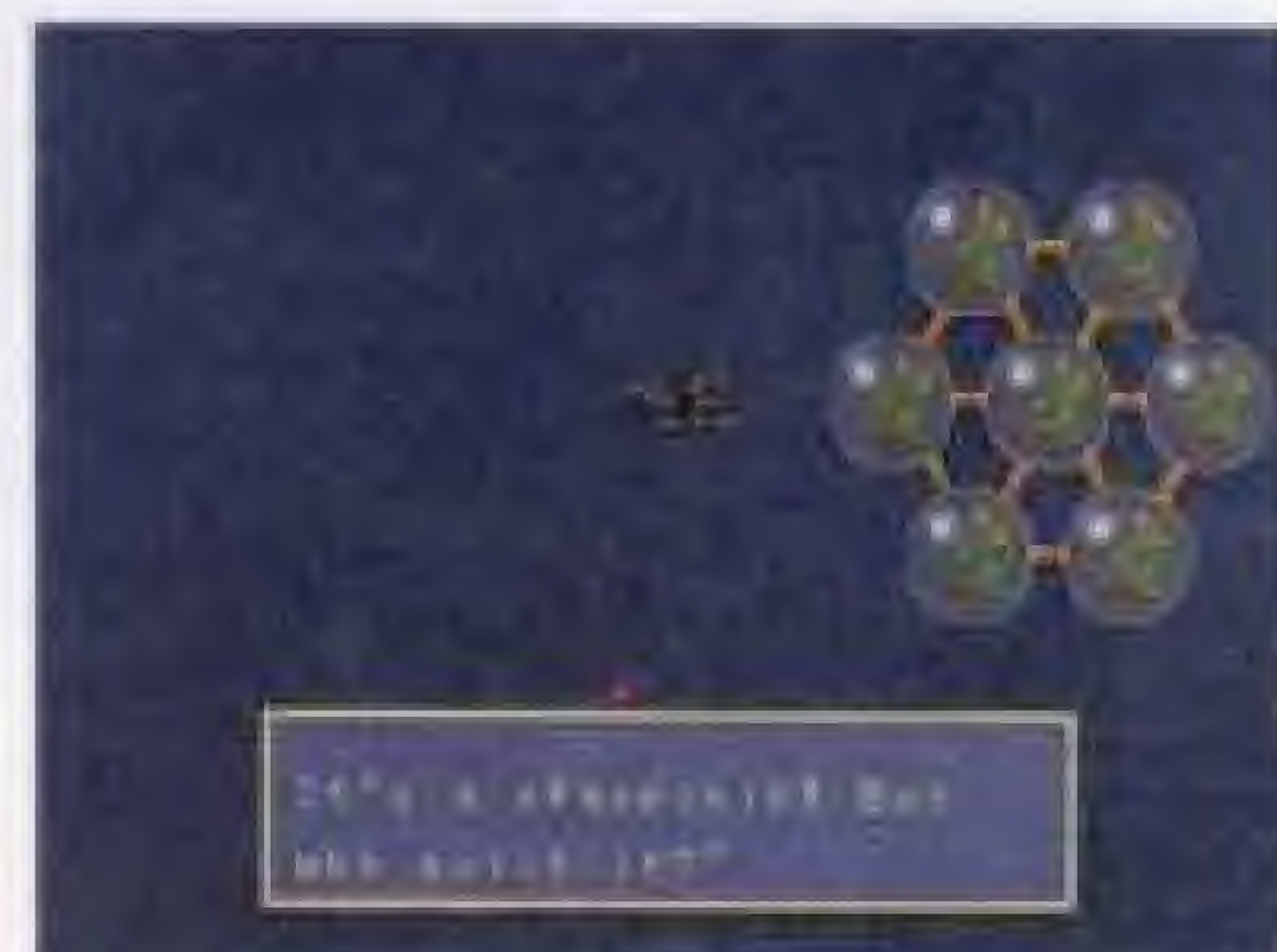


Look for
Rocket!

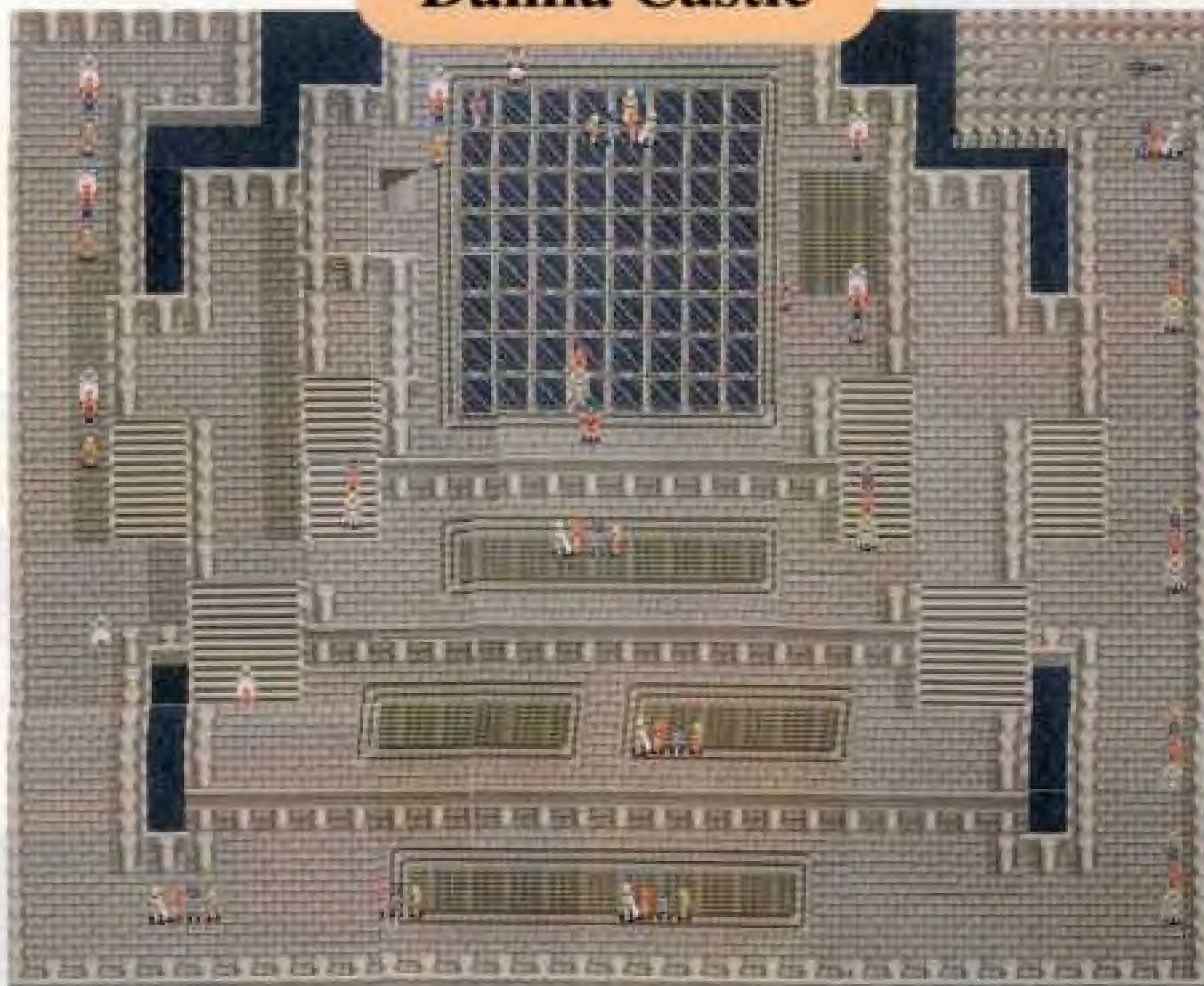


The Truth About Your World!

At last you see your world revealed--it is a gigantic spaceship! Seven domes enclose the seven worlds of the spaceship--a fragile protection against the cold vacuum of outer space.



Dahlia Castle

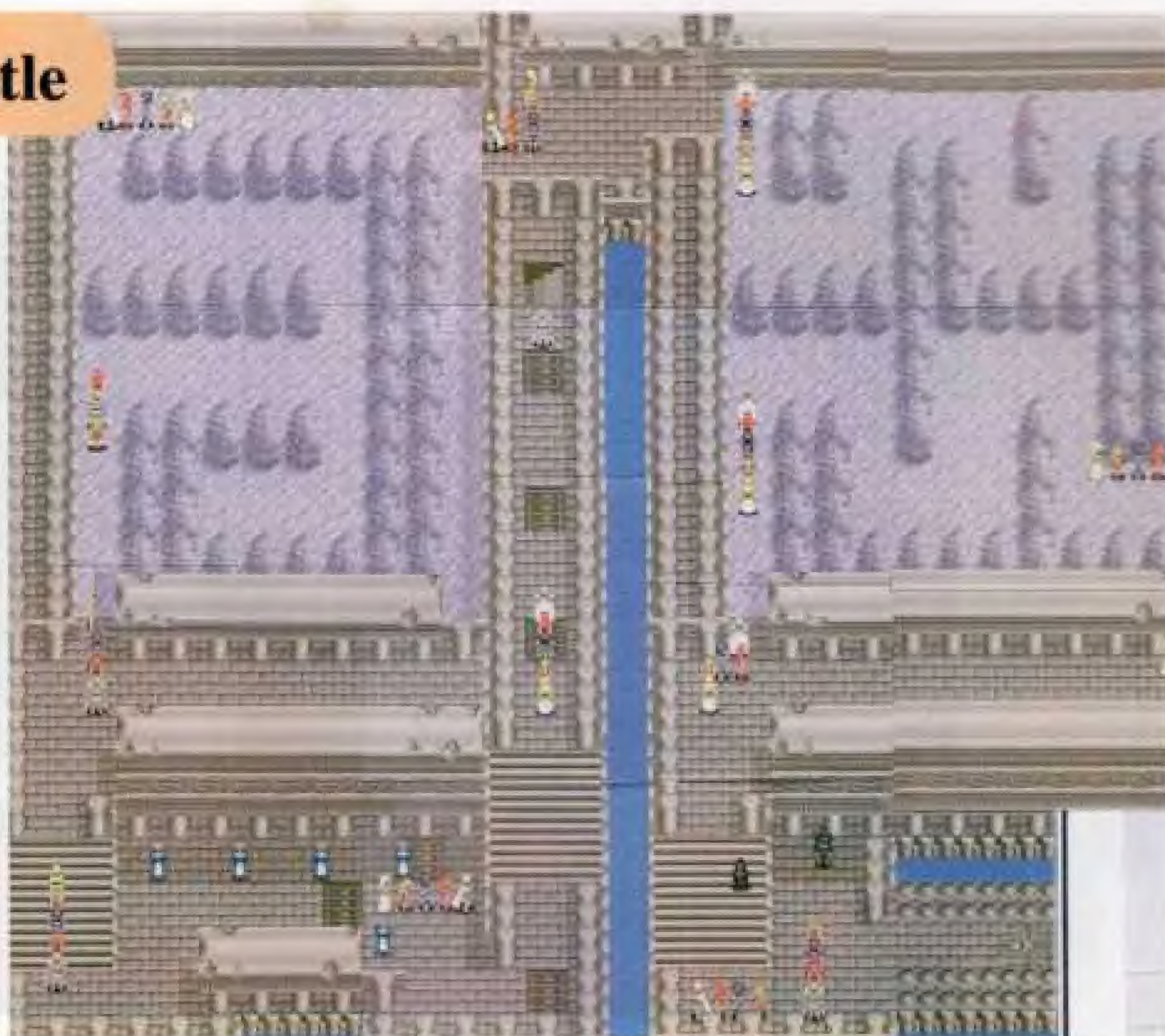


Dahlia Dungeon



Look for:
Sky Parts, Force Gear, Laconia Gear, Laconia Crown, Laconia Bandanna

Skyhaven Castle



Look for:
The Council of Skyhaven

Skyhaven Dungeon



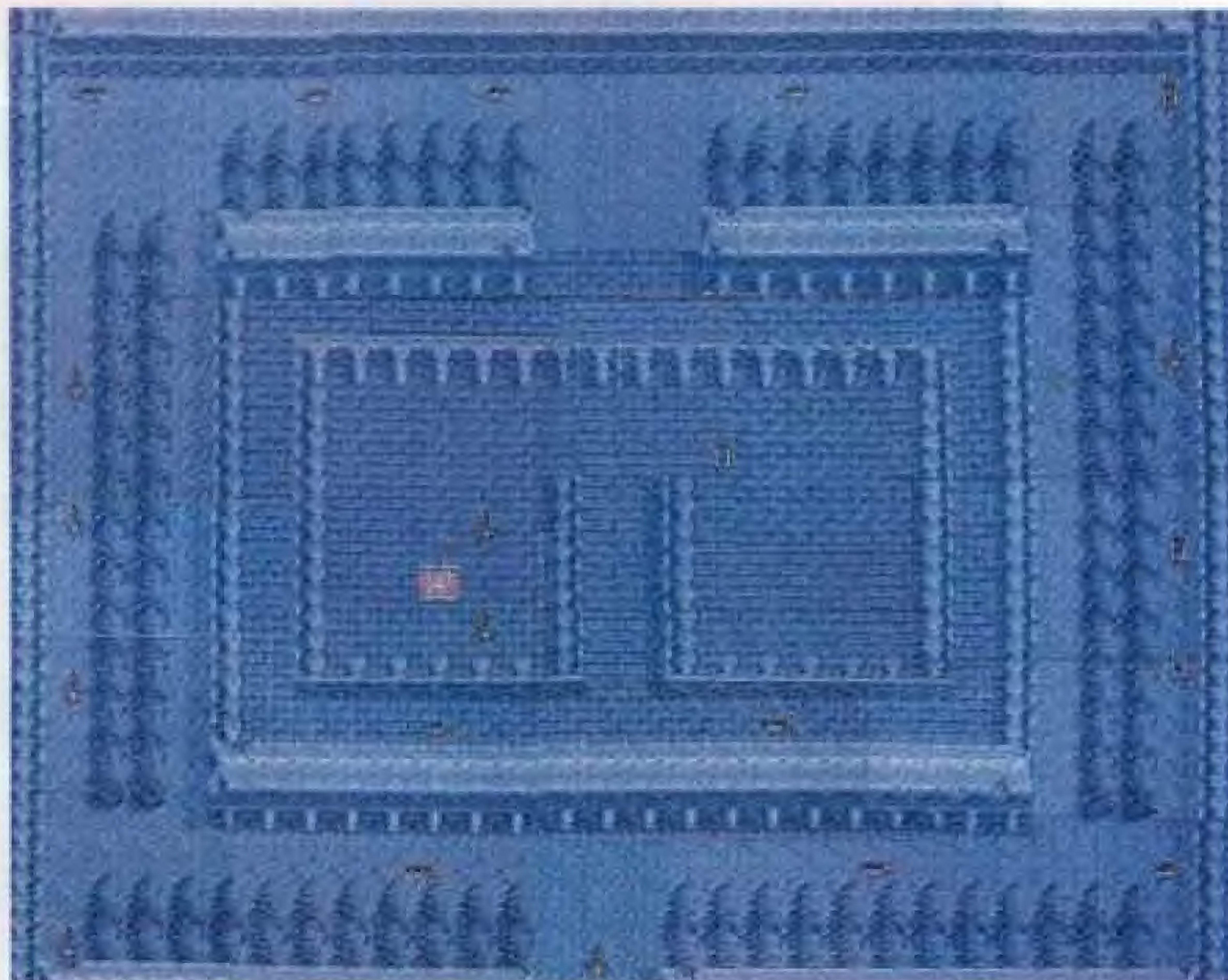
Look for:
Aqua Parts, Laconia Bow, Laconia Ribbon,
Star Mist, Moon Dew

Sage Isle Dungeon



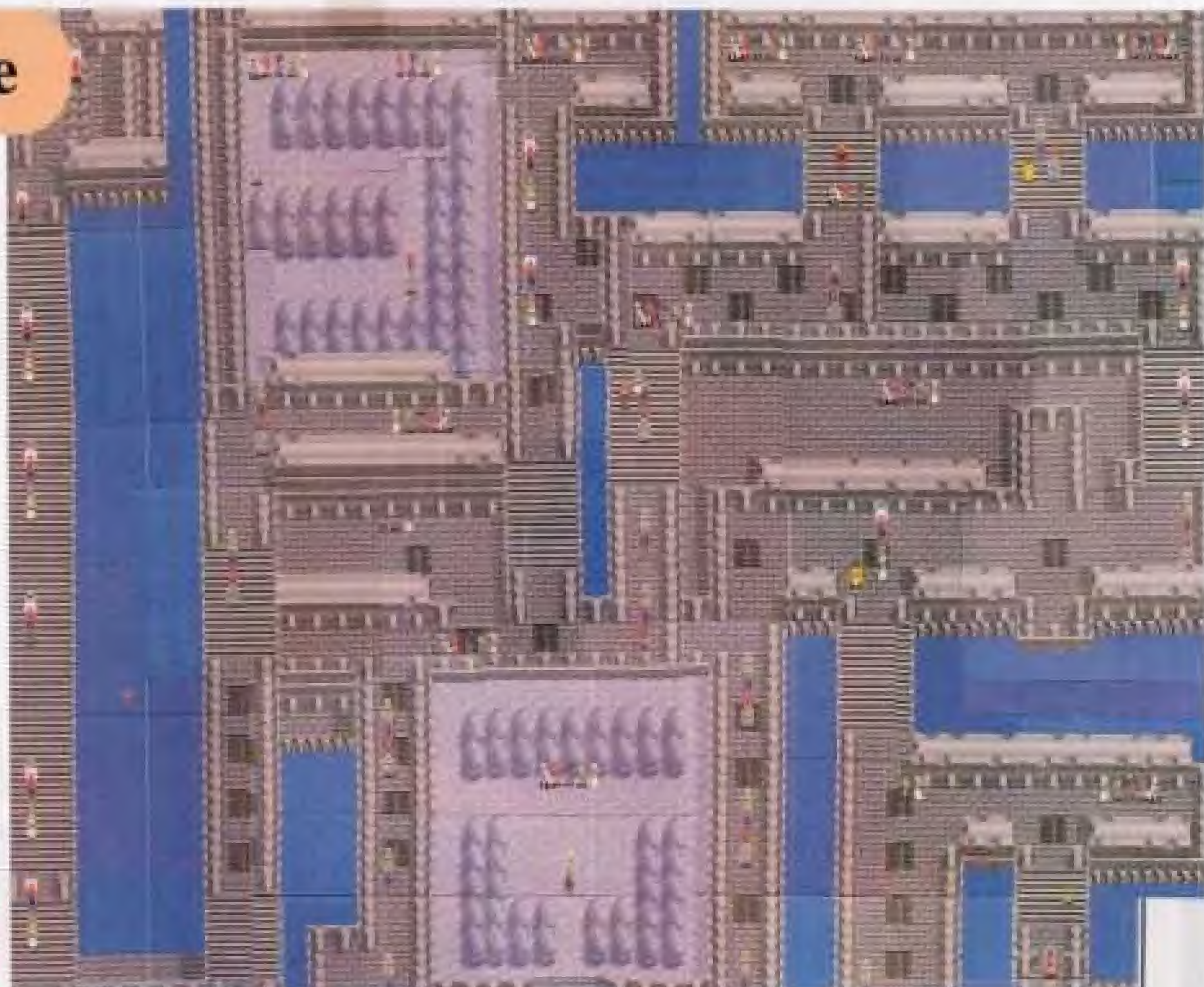
Look for:
Siren's Shot, Royal Sword, Royal Shield, Royal Emel

Sunken Palace



Look for:
Orakio's Sword!

Lashute Castle



Look for:
Rulakir

Lashute Dungeon



Look for:
Dark Force!



PHANTASY STAR III
Generations of DoomTM

Helpful Hints

by

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